Shopping tips for each weapon or part

Mecha, as long as the equipment is more powerful

ÿ

ÿ

ÿ

Therefore, we will introduce the menu of S hop here , and also introduce the

o

•Purchasing parts will make sense if you have the correct knowledge [Reference material 1 "How to use the correct CU Army Release Shop"]

First, you must really master

How to use Shopÿÿ

Here, we will introduce to you

When you select a store, the first page of the screen

The five menus that will appear first are:

The content is certain. In addition,

When you use Buy to purchase equipment

A Setup to configure

workÿ

JUDGE !
サカタ的鑑定表

Completely master Set up information

In the Shop screen, 5 commands are displayed; the most important of which is Setup 3. If you want to create a stronger magical mecha, you must fully master the reading of this Setup data. OK We will explain it in detail below; but first of all, I hope that you can keep basic things such as the use of day noodles in mind, because this is the essential first step.

Set up

You can use it to directly equip parts or weapons on the body, and then select after reading the changes in the numerical value. This is a more reliable purchase method. Please refer to P.93 for details .

ÿBuy Buy parts individually. You can buy parts or weapons individually. In addition, you can also buy them together, so it is very convenient to tame a lot of the same item here.

ÿSell sells different parts, etc. You can use it to sell your unused parts or weapons. Just like Buy, you can sell multiple of the same items at the same time.

Ta lk talk to the owner of the shop

You can sometimes talk to the shop owner and get useful information. Don't forget to use this command.

ExitLeave the store

'After shopping, you can leave the store and return to town.

ÿAttack ability evaluation value [Prediction of attack ability]

The three values shown in the upper center of the screen are the "Attack Ability Evaluation ÿJ" that become the standard for attack ability . Although these are the AD reflection values of the weapons currently equipped, there are a few points that I hope you will pay special attention to. First, Lon g does not reflect the number of bullets fired by Adin in the numerical value. In other words, there is a slight difference between the "actual attack power" and the "attack ability evaluation value" that reflect the number of bullets fired. In addition, when you When you equip a weapon with both hands (looking), the evaluation value of the attack sound ability at this time is just the estimated value of its AT; similarly, when you prepare to equip the weapon with both hands (shoulders); for example, only The value changes when replacing equipment on the left hand (shoulder) will be fully reflected in the AT value of the right hand (shoulder). These three points hope

I hope you can make a special stay.

¢ÿÿ30 TO NEXT STEP P.93

1 corresponds to the total L/R value of the Adin of the Fight-type Int.Weapo nAT equipped on the Arm or the grid-specific weapon equipped on the Grip .

2. A T equipped with Grip's short-range dedicated weapon or an Arm-Short series Int equipped. Correspondence of L/R total value of A Ding of Weapo n

3 Corresponds to the total L/R value of AT, a range-based weapon equipped on Shoulder , or AD, a long-range weapon equipped on Grip.

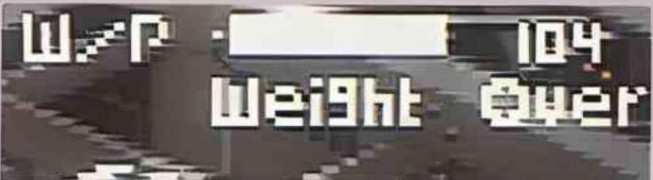
ÿ Total HP value [Total HP value for each equipment]

The table indicating the total HP value of the body is divided into Body , Arm (L), Arm (R) and Legs at the beginning . For the entire HP , you can confirm each value here. The proportion of HP occupied by pieces . Among the various parts, the one that can ensure the most HP is the Body. Because when the Body value drops to 0 , that is, it will be in a state of being unable to fight. Then there is Arm . When the value of Arm drops to 0, the attack power disappears. And even if Legs is reduced to 0, the movement power will only be halved, so even if it accounts for the smallest proportion, there is no adjustment.

Body／Arm（L）／Arm（R）／Legs的HP合計値

Body Arm(L)Arm(R) Legs

ÿStowage status ratio relative to engine power

If the upper limit of the parts stowage relative to the engine is set to 100, the current parts stowage will be displayed on a scale. Stowage: If it exceeds 100, it will indicate Weight Over and become impossible to attack. So when you are buying parts, be sure to confirm this number. However, we hope that you will pay attention here. :The wise thing is that as long as the stowage capacity does not exceed 100, then there will be no problem no matter how heavy you load it. For example, when your stowage capacity is around 70, or even as high as 100, regardless of the performance of the parts themselves, it has no impact on the performance of the parts themselves. No impact at all. In other words, as long as the stowage ratio does not exceed 100, it will be fine no matter how many parts or weapons you equip.

ÿ GO TO NEXT STEP P.97

POINT gatha elements

CASE1

Choose weapons based on attack ability values

The evaluation value reflects the attack ability of each weapon AT. When you purchase a weapon, I suggest you use this value as a criterion for judging the purchase level, just like the "attack ability" we mentioned a little before. "Debt rating value" is the same, even if this number increases, it does not mean that the attack power itself is certain.

It will also improve accordingly. When you don't want to read the information one by one, then you can use this number to make a judgment.

In short, we will deal with each type of weapon in points later and explain the changes in its numerical value to everyone. Please note the key points when purchasing. I hope it can be used as a reference for everyone.

long

Fighting type (mainly boxing)

Approximate

total AT value of weapons

Pan+A moan=49

Arm(L) GripfR)

There is basically no attack count setting for Fight weapons or parts. As long as you know the total AT value, which is about the attack performance evaluation value, you can use it as a way to make a purchase decision.

Short

Close range system (mainly rifle

ÿMachine gun) Approximate

total AT value of weapons

AT5X5+AT4X7W46

Grip(L) Arm(R)

Short's attack ability evaluation value is the approximate total AT value that also reflects the number of bullets . In other words, it can be used as a good way to judge when you are purchasing a weapon.

Fight

Long range system (mainly missiles)

Approximate

total AT value of weapons

AT3X14+AT1X32=4O

Shoulder(L) Grip(R)

What must be noted in Long's attack ability evaluation value is the number of bullets, because the attack ability evaluation value does not reflect the number of bullets. Therefore, it may be smaller than a weapon that can fire multiple roundsÿ

First, press "Set up" to confirm the number of rounds.

Grasp and equip weapons, AT comparison value calculation, purchase weapon

To check the weapon time, please see the town menu Set up J to confirm the number of ammunition . Select Weapon here . »The initial cursor indicates the current equipment.

Prepare weaponsÿYou can check the number of books in the roadÿ

Qos
h
O

CASW3

Choose the weapon that will most effectively inflict damage to your enemy

When you are deciding which one to buy When using a weapon, you can actually Grasp the sure chance of inflicting damage on the enemy The damage value is very important because the attack you make is not necessarily All weapons can hit the enemy except Now that there is a value other than A T, there is a Data called Hit (hit value)

ÿAlthough it cannot be said that they are exactly the same, this Hit is similar to the r ate. Similar values. That is to say, if If the value of this number is lower (higher), then Which one is easier to hit the enemy with?

ÿIn the distance, the exclusive content of this book will be revealed

The calculation formula can give you a deeper understanding of H it value.

JO

Hit

ATX and -= can actually cause damage with a certain probabilityÿ

)DARK HOG GALE-SG comparison

DARK HOG (4 X 7) x74/100 = 20.72 Hit

GALE-SG (1 X27) x84/100 = 22.68

When compared with AT alone, DARK HOG is 4 X 7 =28, GALE-SG is 1 X27, so DARK H OG is more advantageous. However, if the respective Hit values are taken into account If so, then as calculated by the above formula, GAL E-SG can cause enemy damage more effectivelyÿ

We have introduced to you the three methods of purchasing weapons during Set up, and each method introduced here is very important. Especially the one introduced by C ASE, although it is a bit troublesome, in order to be able to buy more effective weapons . , so Be sure to write it down when requesting a seat. Plus you can also master CAS E!ÿ2 If so, the weapons obtained in the corresponding circle will not be a problem for youÿ

Purchase equipment other than weapons

I UIIM I = Points that must be paid attention to

CASE1

Refer to the values of HP and D F to choose equipment.

The data representing the comprehensive defense power of BodyArm and Legs are HP and DF . However, when you are buying parts, if one of the numerical values rises and the other side decreases, it is very difficult to judge. This is because of the impact of the HP and DF data on the comprehensive defense .

Insights on the formula> No manufacturer has publicly stated the reason, so here we will introduce the calculation formula that Koko came up with when purchasing parts. No, I would like to wait until I ask the manufacturer to find out whether this formula is correct...ÿ

It is

Use the assumed data "comprehensive defensive strength" as the basis for purchasing decisions

•Assume that " the value of D F = the defense force of H P1 point". In other words, in the following ÿ, for H P1, there is a defense force of 18,

!8 (DF) X42 (HP) =756 ÿThe value of this 756 is in my

I think it reflects the defense of D FH P at the same time. I put this value

It's called "comprehensive defense" ÿ

•When the following ÿÿ are also calculated using the same method, ÿ 720, ÿ 768 ÿ

That is to say, if you look at the "comprehensive defense" reflected by D FHP

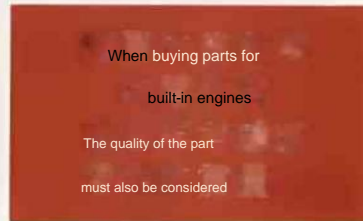
When "ÿ", the favorable order is ÿAÿAÿÿ

ÿJiggle 6B body	ÿTempest body	ÿVapor body
DF IB (-HU) HP HE (-114) Engine ibq (-shd)	DF *ED* (ÿÿJ MP HE (one time) Engine (80 (-240)	DF IE (-HE J IIP HB (-roe Jÿÿÿÿ C-ann)
1HP=18DF **18DFX42HP=**	**1HP = 20DF** **20DFX36HP=**	**1HP = 16DF** **16DFX48HP=**
756	**720**	

Consider this as your own basis for purchasing decisionsÿ

CASE 2

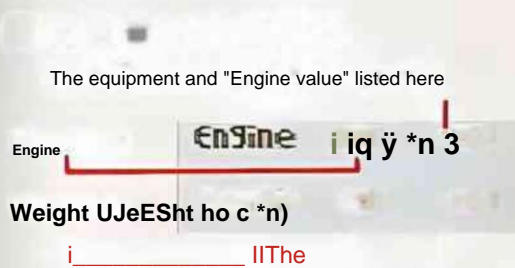
Refer to the value and W/P of Engine Weight to purchase equipment.

When buying parts for an Engine , you should never buy them just because the Engine's output will increase. So, what criteria should be used to purchase parts built into the Engine ? It's very simple, just look at the equipment

The following W/P ÿWe will introduce it in detail in the picture below, which must be used as a reference. In addition, the following examples have all the same parts except the Body. ○

The equipment and "Engine value" listed here

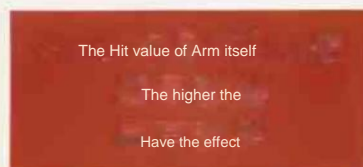
Engine

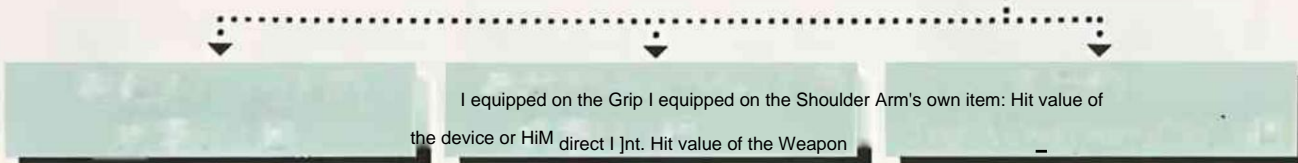
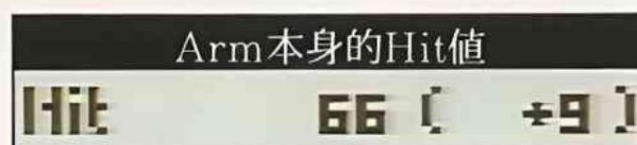
Weight UJeESht ho c *n)

i_____________ IIThe

equipment items currently in the equipment have their "Weight value"

CASE 3 refers to

Arm's own Hit value to purchase equipment.

A rm also has the Hit value that A rm itself has . Moreover, this value will also affect the three hit values of the weapons currently equipped by Grip's Shoulder and the Int . Weapon equipped by Arm . This H i t value does not have complex calculation formulas like those used when equipping other parts. You just

The larger the value, the more advantageous it is. However, its effect is not expressed as a numerical value on the screen. Please pay special attention to this.

I equipped on the Grip I equipped on the Shoulder Arm's own item: Hit value of the device or HiM direct I]nt. Hit value of the Weapon

CASE 4

Refer to the Move value of Legs to purchase equipment.

The Move (movement power value) owned by each Legs does not take into account the consumption mobility set according to each terrain. In other words, this Move value does not mean that it can actually

distance traveled. Therefore, here we take several representative terrains as examples to introduce to you the calculation formula for finding the distance (number of grids) that can actually be movedÿ

Differences in mobility caused by differences in terrain and logs types

Legs + consumption of movement power = number of steps actually possible to move

Here are all 4 types of foot moves	2-leg type			
森 BEST CHOICE	consumption transportation The actual number of steps that can be moved by 1 rib 204-4=5	Eliminate Kaupaku arrest 6 = 204-3	consumption transportation Actual number of steps that can be moved 2ÿ4^2=!ÿ	The actual amount of dirt that can be moved by consumption mobile power 204-3 = 0
岩 BEST CHOICE	consumption transportation Actual number of steps that can be moved 204-3 = 6	consumption transportation Actual number of steps that can be moved 204-4=5	Consumer mobility is actually the mobile version 20+2=10	consumption transportation Actual movable Shakespeare 204-4=5
river BEST CHOICE	Consumer mobility is actually a must for mobility 204-4 = 5	consumption transportation Actual number of steps that can be moved 204-5 = d	consumption transportation actually movable 2ÿÿ2=1ÿ	consumption transportation Actual number of steps that can be moved 2ÿÿ4=5
desert BEST CHOICE Air cushion & track type	consumption transportation Actual number of steps that can be moved 204-4=5	consumption transportation Actual number of steps that can be moved 20+2 = 1ÿ	consumption transportation Actual number of steps that can be moved 2O4^2 = 1Q	consumption transportation Actual number of steps that can be moved 20 4- 3 =? A

The step difference ratio of each Legs type boundary on a certain land type

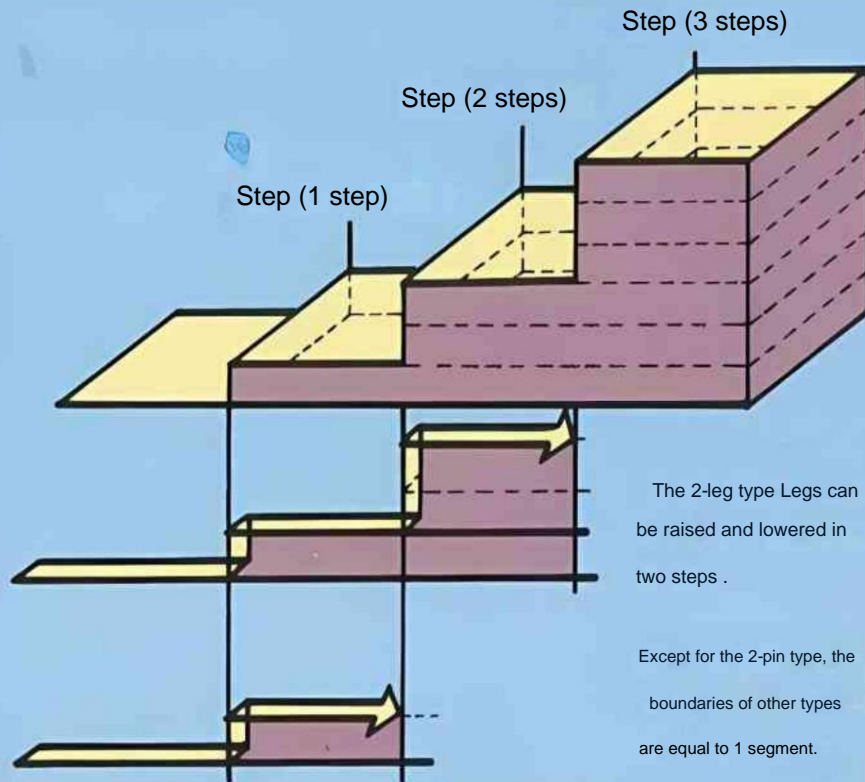
According to the type of Legs

Step (3 steps)

Step (2 steps)

Step (1 step)

Legs will determine the limit of the number of steps that can be climbed or lowered according to various types (2 legs, crawlers, etc.) (see the picture on the right). In addition, if the step difference is more than 3 steps, any type will be useless.

2-leg type

The 2-leg type Legs can be raised and lowered in two steps .

Track·Air Cushion

Except for the 2-pin type, the boundaries of other types are equal to 1 segment.

JUDGE !
サカタ的鑑定表

After grasping the terrain of the next stage, choose Legs

We have explained to you the relationship between consumption of mobility and Move before . I think everyone should now understand the importance of reaching the terrain to select Legs parts! Before entering the war gate, you must remember to collect the next one in the town. The battlefield terrain reportÿThe story units starting from page P.57 are also introduced together with the map, so you can also refer to those mapsÿ

POINT2

review

REVIEW

The main points to pay attention to when buying parts other than weapons on Set Up. We have introduced 3 items here. Among them, we hope you must grasp CASE 2. If you can really master this method, you should be able to install the essence. Effective use of powerful weapons or parts that attract power is the key to choosing Legs. In addition, colorful terrain will become the main battlefield, so don't forget to choose Legs.

[Sakata]

Do you know how important Set up is?

When you want to set up weapons and identification items and purchase them at the same time, you will definitely use the various methods we have introduced here. Since the numerical data displayed is very rich, there is no way around it. ÿ However, if you can master all the 7 projects we introduce here, then you should be able to build a very reliable and efficient powerful magical mecha. ÿAlthough the battle is getting more and more fierce, As long as you have a good machine, there is nothing to be afraid of - you must believe in yourself.

INFORMATION

Train yourself and confirm the strength of the enemy and ourselves

In town, except Shop

ÿ Here we will be great

at the location, or at the venue

ÿ Although there is no S hop

The real buying method is so complicated, but

You must not underestimate itÿ

All kinds of information that can be obtained from

The battle will beginÿ

•To defeat the enemy before the battle is the first step to victory

[Reference material - "Military General Brain·Operation Manual"]

canyon crow

The fighting ability is quite high. but,

For example, in Mÿÿ

represented by ilitary Office

mosquito ÿ

°Next let's take a look at this

How to use Gu noodles!

How to use the ÿAnalysis screen

TARGET

BOSS DATA

Fight 0
Short 0
Long 0
Agility 45
Total 45

ENEMY DATA

Normal unit 1
Boss unit 3
Supply car 0
AT 878
HP 1944
Ace Pilot
Commander Lv. 5

YOUR DATA

Unit 18
AT 867
HP 1665
Ace Pilot
Ralph Lv. 21

ÿ ÿ ③ ④ ⑤ ③ ÿ ÿ

ÿTARGET

[CG data of attack target]

when you are fighting

When, it will show that it becomes the most

C G of large target units etc. You must

put this

Keep the shape in mind

Insideÿ

ÿBOSS DATA

[Information on the powerful enemy magical mecha]

In the next battle, you will definitely become a powerful enemy

Information about Fang's magical mecha.

ÿ Unit

[The number of magical mechas deployed by the enemy (right) and our side (left)]

The enemy's magical mecha that appears in the next stage and its appearance

The number of our magical mechas that can be hitÿ

@AT • HP

value of A T and HP of the Deki Jingjia that dares (right) and leaves the side (left)]

Indicates the HP and A of the enemy and our magical mecha [the total

If the total value of T is worse than the enemy, purchase partsÿ

ÿAcc Pilot

[Enemy (right) and our (left) currently the highest level driver]

Indicates that both the enemy and ourselves have the highest level.

Driver's nameÿ

Machine Translated by Google

[Reference material 1 "Korea Management Committee Issuance Rules Manual"]

Colosseum is a town

ÿHere, several famous people on the island

The warriors will be waiting for you to challengeÿ

If you win, then you can

ÿ

ÿ

More detailed instructions.

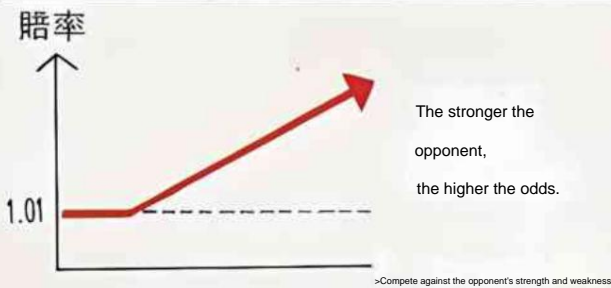
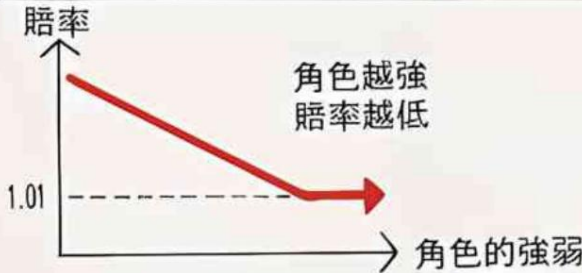
entry

When fighting in the Colosseum, first of all, it is very important to appear. However, since only one person can appear, when you choose a character, you can refer to the list of warriors starting from P.169 to first check the opponent's abilities. After mastering it, start the battle. In addition, the compensation

When fighting an enemy with a high probability, if you win, you may increase your holding gold in one fell swoop; however, the enemy is certainly not a fuel-efficient lamp, so the possibility of losing is also high. If you want to make money for sure, then don't It's barely better. As for the combination of odds, please refer to the picture below.

ÿThe relationship between the opponent's strength and odds

The stronger the opponent, the higher the odds.

>Compete against the opponent's strength and weakness

ÿThe relationship between character strength and odds

There are two factors that determine the size of the odds. One is the strength of the person (reflected in the attack ability rating and equipment); the other is the character's strength (reflected in the level, attack ability rating and equipment). In other words, if the enemy The stronger the character, the higher the odds; and the stronger the character, the lower the odds. In addition, the odds can be as low as 1.01. It is impossible to have odds lower than this number. However, if you lose If the rate drops to such a low level, it would be better to play against another opponentÿ

Vf Ploy

You can also engage in battle with our magical mechas. Just enter the password indicating each character in the Status window (refer to P.102). In addition, in addition to being able to compete with Kirin's companions , you can also make that ÿÿÿÿÿ (open on

For the password (please refer to P.169), you can enjoy a variety of battle fun, such as appearances. This way you can know who the strongest person is among the Koruna, so please be sure to try it. , it would be a pity to miss it!

Exit

You can leave the arena and return to the town. If you want to get bonuses and experience points, you can come back.

•Real operation of the troops can improve the abilities of the team members

[Reference material 1 " Personal information of ÿC U army dispatch statement"]

need.... So here we want

Introducing Mangde Confirmation ÿÿ

ni on crow

position value targetS tatuswindow

After all, even the armed status,

How to use each screen.

How to use status window

cup noodles ÿ ÿ ÿ ÿ

ÿ C.sign

[Character name and cry]

Displaying the character name and response status during battle

The call sign displayed above the window can be changed at the start of the game.

ÿ

Level

[Character level]

Indicates the level of the character. When the experience gained in battle rises to a certain level, the level can be improved. Sometimes, combat skills may also be learned.

ÿFightÿShortÿLongÿAgility [Evaluation value of each ability] Each

attack evaluation value of FightÿShortÿLong and Agility is displayed in a stick shapeÿ

©SKILLS

[Combat Skills List]

indicates the combat skills learned based on the experience gained after gaining power in the war sect.

©MACHINE

[Equipment status of the magical mecha]

The equipment status of the magical mecha is divided into parts and weapons.ÿ•

©RASSWORD

[Password of the magical mecha]

The password of the magical mecha entered in the arena. In order to fight with friends, it is best to write it down on paperÿ

©COLOR

[Coloring]

Indicates the current color of the magical mecha. You can change the color on the Set up screen. ÿ ITEMS [All treasures listed] Indicates all treasures listed.

Its maximum number can be increased by equipping the Back Pack .

[Sakata]

After shopping - it's also nice to take a walk around town!

The most important thing to do in town is shopping. However, I believe everyone should also understand that it is not just that. Although we have not given a detailed explanation here, I also recommend that you go to bars and other places more frequently. In addition, it is necessary to occasionally return to the previous town without conducting a search. If you choose yes, it is best not to miss any opportunity to fight in the gate field. Because, sometimes you will find new teammates in these places. So, whenever you arrive in a town, it's best to walk around and visit every place.

FIELD

6

ÿbattlefieldÿ

The complex topography of the island is just perfect for

Keyscar label

Analyze based on your own experience

The battle unfolded by strategy.

National HPÿTotal HP value of each partÿ The HP total value of the parts in the table equipment is shown. Numerical values and scales (please refer to P.92 for how to use scales) ÿ	ELG [Long range attack ability reputation value] The evaluation value of the attack ability of long-range weapons mounted on Shoulder or Grip .
EF 1ÿGate door ability and price valueÿ The attack ability of Arm's Fight type Int.weapon (punch), or the attack value of fighting type weapons is 1 value.	(SAG [Avoidance ability evaluation value] Evaluation value of enemy offensive and evasive attack ability. Yinbu It is the evasion rate, but the higher the value, the more vulnerable the dimension will be to attack.
[ESTÿClose Attack Ability Valueÿ Arm's Short series 1 nt. Weapon's attack ability Rating of attack power of ÿ or close-range weapons	E]G eÿTerrain effectÿ The proportion of terrain additional effects. If a battle is conducted on this terrain, the value percentage of the defense will be increased by 0

[Reference material 1 "ÿC U Army Textbook on Operations in Survival War"]

Of course, it's easy to hit the machine.

, driver performance and status

It is also very important.

Those who operate these matters refer to

Ordered. All the items of the command are in total

| 7 . But not in

Select this command. For example,

Sometimes you have to use Attack

When supply vehicles are adjacent, use Set

up , you can't do it one by one

Ne

represents the instruction itself). so,

Instructions on how to use each commandÿ

m

ÿ

s

01ÿ

tsm

1 Move

Commands that can be used to move the magical mechaÿ The blue part shown when deciding the command represents the possible movement range of the body. This range will be based on the movement power of Legs, and will change according to the consumption of movement power, step difference, and moving objects in each terrain (Refer to P.108~109) ÿ

2 Attack

Commands used to attack enemy aircraftÿThe attack methods include close attack and long-range attack. You must use these two attack methods according to the distance between your own aircraft and the enemy aircraftÿIn addition> When using long-distance attack, there are steps or obstacles . It will affect the attack (refer to P.110~111) ÿ

3 Use Item

Items used to use attack support or aircraft repair. In order to use this command, you must re-equip the attack object on the aircraft. In addition, regarding the use of attack vehicle support objects, it depends on the relationship between your own aircraft and the enemy aircraft. has a great relationship with the distance (refer to P.111) °

4 Supply

This command is used to change the weapons equipped on the Grip or Shoulder or to replenish physical objects. This command can only be executed when the replenishment vehicle operated by Yuki is adjacent to the front, rear, left, and right of the own machine. In addition, long-distance The number of bullets for attached weapons can also be automatically replenishedÿ

5 Machine Status

Return the command to confirm the equipment status of the parts. Each part has a set HP . You can use it to confirm the status of its HP. In addition, you can also check the movement force or dependence of Legs at the same time. Status value changes caused by attacks (refer to P.113) ÿ

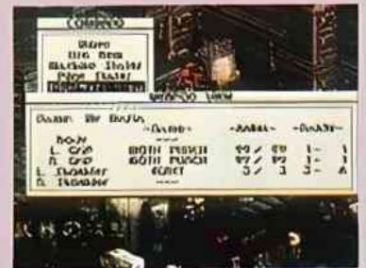
HP or mobility

6 Pilot Status

The command used to confirm the status of the magical mecha riding the shock pilot. It can be used to confirm the shock pilot's level, the level of each ability, the experience value, etc. In addition, you can also use it to confirm the special skills the shock pilot has learned. Ability "Combat Skills" (see P. 114 ÿ ÿ

7 Equipment View

It is used to confirm the performance of the currently equipped weapons. You can confirm the name of the weapon equipped on the Grip and Shoulder , the number of attacks, and the range. Among them, the number of attacks and the range of the long-range weapons are particularly important (see P.115) ÿ

[base]

Movement and attack are the basics of combat!

So far, I have introduced to the counselor what can be called the basic war process before entering into actual combat. , the experience of preparing for falling; there are also views on indicating status and failure values, and how to use commands, etc.; but I think the most important of them should be how to use commands! In addition, there are movement and attack that are the center of the command ÿIf you cannot make good use of these two methods, you are not qualified to be a driver at all . For your own sake, it's better to evacuate from Hatano Island as soon as possible! If you refuse, then take a good look at Shuxi which we are going to introduce next.

There are two types of separation and waiting, which must be based on the enemy aircraft.

ÿTherefore, the so-called enemy aircraft and own aircraft

distance adjustment, in terms of tactics

ÿ

2

ÿ

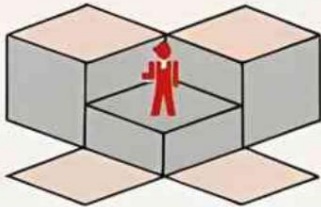
•Melee attack

In close range attacks, there are blocks for using punches etc. (Fight series) attack; and use weapons such as machine guns or rifles (Short series) to attack. Its characteristic is that when you launch a close attack, the enemy will definitely counterattack you. On the contrary, once the enemy launches a close attack against you, you can also use a close attack to counterattack.

The possible attack distances for close range attacks are the two listed on the right. It is the safest way to be able to just be adjacent to the enemy plane and then launch an attack testÿ

ÿ Own aircraft front, rear, left and right

The front, rear, left, and right grids (shown in red) adjacent to your own aircraft will all become attack targets.

ÿ Located adjacent to the own machine

As long as it is a grid adjacent to your own machine, even if the enemy above (below) the segment has a segment difference, you can still

A close range attack was carried out, but the level difference was only 1 level. Level 2 or above: If it is above, it cannot be attacked.

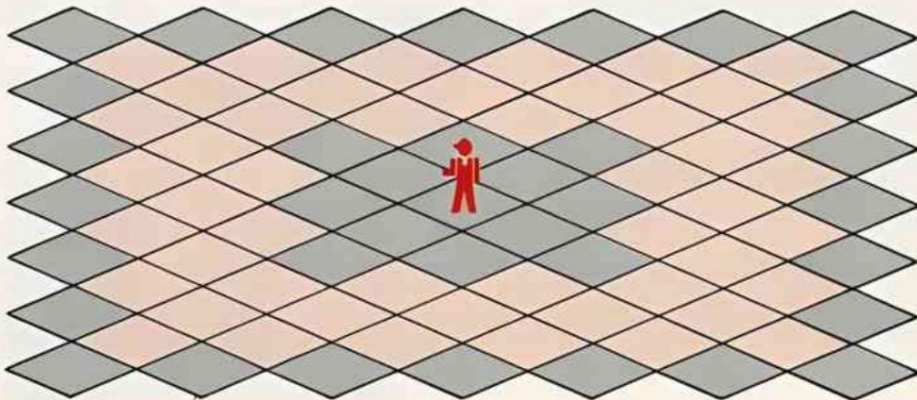
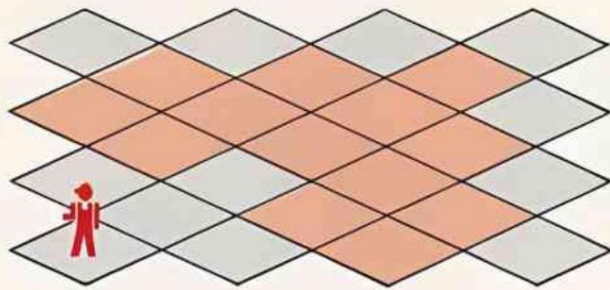
•Distant attack

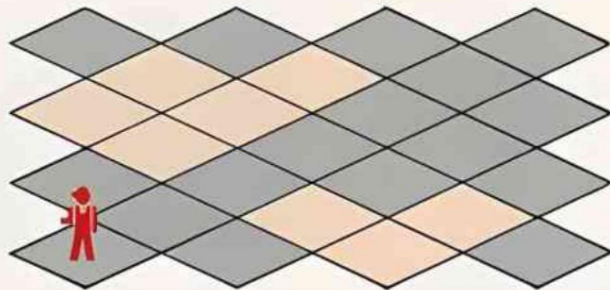
Long-range attacks refer to attacks launched by long-range weapons equipped on Shoulder or Grip. Its characteristic is as its name suggests, that is, it can attack enemies located far away.

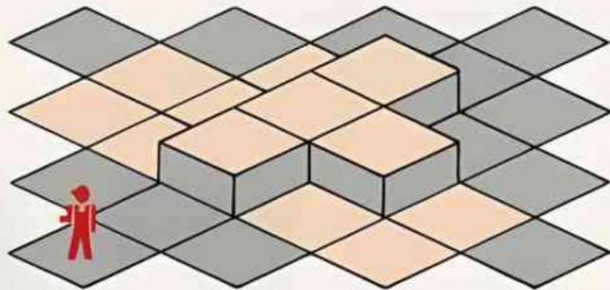
Therefore, neither the remote aircraft nor the own aircraft can counterattack long-distance attacks. However, since the number of bullets of the weapon has been set, the most difficult thing is to limit the number of attacks.

The possible range of long-range attacks is based on the range of long-range weapons (RANGE). This range and movement will also change due to the presence or absence of obstacles or steps (but But it is not affected by the terrain at all). Therefore, we have listed 3 C A on the right page and each example is accompanied by a diagram to help you analyze the changes in the range circle (see the right page for details).

SE

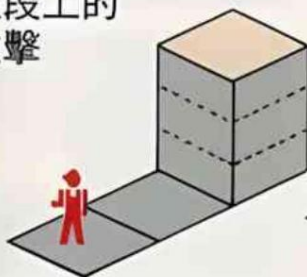
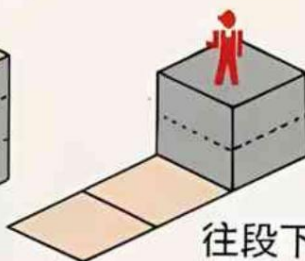
Here, as above, we first assume that we are equipped with a speed-range weapon with a range range from 3 to 5, so as to introduce to you the changes in the range chart. The picture below is the week of the own machine [! Not at all The range chart (indicated in red) of any obstacle or step difference is detailed on the right page. In addition, there will also be a detailed explanation on the right page about the range chart when there are obstacles or approaching objects or there is a step difference.

CASE1

Since the terrain does not affect the range at all, the range of the weapon can be determined directly. Starting from the position where the own machine's position is simply 3 steps forward, it will reach the point where it is also 5 steps forward.

CASE2

Just like moving, you can't pass through obstacles such as trees or buildings, so you have to take a detour. In addition , when looking at the range circle, the enemy's magical mecha is not an obstacle.

CASE3

The situation of segment difference is also the same as that of movement. Each segment is Count as 1. Moreover, it is common for climbing up and down. In addition, the 5th grid is adjacent to a segment, and if there is an enemy above (below) that segment, the weapon's range chart will be added by 2 .

ÿRange range of more than 2 steps

We have explained above the changes in the range of the range of one step , and the same algorithm is used for the step difference of two or more steps. In other words, if there are two steps, it will be 2. If there are three steps, it will be counted as 3. This is A tuo is different from a mobile circle—you must pay attention to it.

ATTENTION !
キース的注意要點

Make the battle go smoothly!

There are five types of attack axis support items that can be used in "Use Leem J's command: ÿÿÿÿÿ, ÿÿÿ, ÿÿÿÿ, ÿÿÿÿ and mines" (refer to P. 159). The 4 types of objects except mines are all related to long-range weapons . Similarly, there is a set range chart, and they are always from 1 to 4 (by the way, ÿÿÿ is a real object launched towards us). When you use these real objects, you will also encounter obstacles or gaps. Shadow Baboon', but its way of thinking is exactly the same as the case mentioned above. Moreover , if you can equip the Back Pack with the additional shooting range set , the original shooting range of the treasure will actually be longer! This is quite A bargain discovery, please remember itÿ

•Sophisticated combat experience breeds special abilities

[Reference material 1 "Textbook for training pilots of magical mechas"]

After continuous actual combat, driving

ÿ However, when these

!Next, we will sequentially

Let's introduce skills acquisition techniques

, players can learn special abilities

ÿÿOnly with this ability can

" S kill (combat skill)"

Law, if used properly, will definitely

I can give you a helping hand

First of all, if you want to learn combat skills, you must first continue to participate in combat FT to gain experience. There are four types of experience in the so-called skills such as Fig htÿShortÿLegs and Agility , and they are obtained according to the corresponding fighting methods. Calculation will be added after the battle (refer to the table on the right). This experience value can also be regarded as a numerical value indicating the level of various types of abilities; therefore, the higher the ability, the better the learned ability will be. In other words, you can use

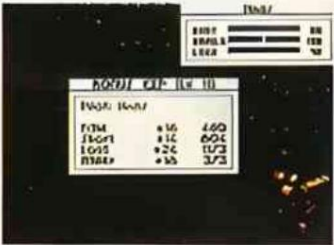
As the experience value increases, the pilot's personality becomes stronger and stronger, making him more helpful in battles.

•4 ways to obtain experience value

Fight	uses attacks and gate-type weapons to attack shrimps.
Short	attacks with close-range weapons.
Long	attacks with speed and distance weapons.
Agility	can dodge and defend when attacked by the enemy.

ÿUpgrade the level and acquire Skill

If the total of the four types of experience values mentioned above reaches a certain amount, the pilot's level will be improved (when the level is improved, all the bonus experience values of the 4 types need to be added). At this time, after any of the three types of experience values except Agility reaches a certain value, you can learn the combat skills corresponding to that type . In addition, regarding the content of winter combat skills, Fight is an auxiliary ability for combat; Short is a close range ability.

The auxiliary ability of fighting; while Legs is the auxiliary ability of fast-distance fighting. Number of possible combat skills learned , It will be decided according to the driver (refer to P.165-168). When acquiring a combat skill, the name of the combat skill will be displayed on the right side of the screen. However, if you do not want to acquire the combat skill due to counting problems, etc., you can use "Skip" to cancel . This system is very reasonable and easy to use.

ÿ Randomly use various

Although the acquired combat skills can be used in battle, the opportunity to use them is quite random. It cannot be determined by the player's own will.

[Keith review]

Regarding the movement pattern and attack range> I have taught you this while working with the map. Okay, do you all understand? The two ranges introduced here will change with the shape of the battlefield, so you must really grasp the changing conditions. It is true that blue and red represent the movement range circle and the range chart respectively, but I can conclude that for those who do not understand why the range chart is represented in this form, there must be no way to come up with a strategy. The so-called Zhanluo is composed of the things we have seen before.

Identify changes in your abilities

'And cause the body to be injured and consumed

. However, in order to interact with the body

In proportion to the consumption, the driver also

ÿ

The three instructions to be introduced are specifically

ÿ

ÿ

•In fierce battles, the machine's marrow is often consumed

[Reference Reference 1 "Parts Built-in • State Memory Recorder"]

ÿ

ÿ

convenient.

Machine Status screen

mcHnK Tus

1

Time: 5 hours

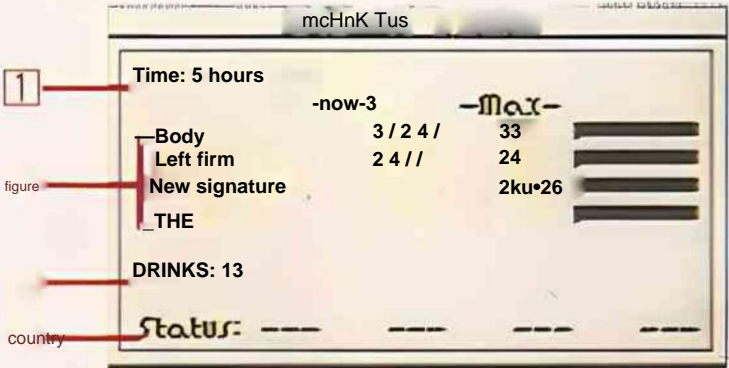
-now-3 —Max—

	now	Max
—Body	3 / 2 4 /	33
Left firm	2 4 / /	24
New signature		2ku•26
_THE		

figure

DRINKS: 13

country

Status: --- --- --- ---

ATTENTION !

Key points of Kosas's constitutional note

In Wargate, you can choose from a total of 7 types of commands, and we have already introduced them to you; but basically, the commands that can be executed in a round should be once for each aircraft. However, only the three status values we introduce here can be seen at any time as long as the command input is completed. Since there is such a good system, of course you must make good use of it!

ÿ]NameÿThe name of the magical mechaÿ

The chosen magical mecha name.

[2]BodyLeftArmRightArmLegs ÿ HP of each part HP of 4 types of parts equipped on the

crane ÿEach one shows its appearance

The current value (Now) and the maximum value (Max). If HP drops to 0, "Broken " will be displayed on the screen.

Move [Mobility of Legs] The mobility of the Legs equipped on the body.

Since this is a value calculated based on the movement pattern, it is best to check it frequently. In addition, ' if Legs is destroyed, the movement power will be halved' and this value will also be halved.

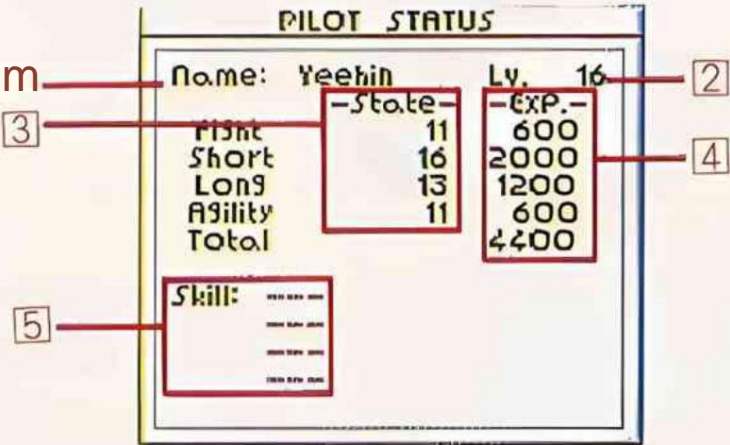
Status [Change in status value]

Changes in body condition. For example, in a certain number of turns, when the own machine is attacked by the enemy's special attack "Stun J" that cannot move , Stun " will be displayed at that position.

[Reference material - "Training Notes for Practical Drivers"]

ÿ

ÿ and,

ÿÿ

We have already explained here the status value screen of our members and their respective favorite machines of Kinokunko; in fact, there is also a way to see the status value information of the enemy! The method is very simple. Just point the enemy aircraft with the cursor, press the 4 button and then press the A or B button, and the command will be displayed. With this command, in addition to seeing three position value screens, you can also confirm the enemy's movement pattern at the same time. This is a very valuable gift! Even if you don't show off the investigation of the genius intelligence agent Hansu, you can get such useful information just by using such a simple method. See what else he has to fear!

Pilot Status®

Name [driver's name]

The name of the pilot who rides the chosen magical mecha°

ELv [Level of alert driver]

The pilot level increases based on experience value.

ÿState [level of each ability]

There are 4 types of abilities. This value can be regarded as the 4 types of experience value. Their respective goals, that is, the values that indicate the level of ability. The higher this number is, the higher its ability is. However, this has absolutely nothing to do with the evaluation values of each ability that we introduced on page 105 . The initial value is 9 (the unfortunate situation where the experience value is 0). You can increase the experience value by participating in battles. As the level continues to increase, this value should also slowly increase, right?

[4]Exp. [Experience value of each ability]

Table 4. Experience values of type abilities. For example, when attacking with a short-range weapon, it will be in Short, and when using a long-range weapon to attack, it will be in Legs, etc. The experience value will be accumulated in the corresponding place. By the method corresponding to each type Come and fight, and you can increase your experience value in a planned way . Then, when the total of the 4 types of experience values reaches a certain value, the driver's level will increase. In addition, the higher the experience value, the higher the driver's ability . In addition, the total of the 4 types of experience ÿ is shown in the Total table.

ÿSkill [Acquisition of combat skills]

Indicates the combat skills (special abilities) learned by the pilot. The combat skill name and level will be displayed. When the experience value of either Fight x Short or Legs reaches a certain value, you can learn a combat skill that matches its ability. After learning, if the experience value continues to increase, the level of the combat skill will also increase accordingly. And become able to use more powerful special abilities. In addition , the maximum number of combat skills that a pilot can learn is 5 ;

[Reference material 1 "Computer information inside the magical mecha"]

The Equipment View screen is absolutely indispensable during the attack.

The only thing missing is weaponsÿYou can

Always confirm.

EName ÿThe name of the magical mechaÿ

The name of the selected magical mecha can be changed by using the "Set up J command" in the town.

[2NameÿWeapon nameÿ

The names of the weapons equipped with each part are all represented by English letters. In addition, since they are not equipped on The weapon on the Body± side, so this column is usually emptyÿ

Ballet

[Number of weapon attacks]

The table below shows the range range of the weapons equipped with each part. All close- range weapons are represented as 1-1, which means that the range range of the 1-square selection is from the own machine to the front, rear, left, and right . In other words, if the enemy If the machine is not adjacent to its own machine, it will not be able to attack with short-range weapons. When the weapon used is a long-range weapon, this value will change with the long-range weapon. For example, if it is 3 to 5, it means that the range range ranges from the position where the own machine takes 3 steps forward, backward, left, right, and right to the place where it takes 5 steps in the same way (for details on the range range, please refer to P.110 -111)ÿ

• Range [The range of the weapon]

It means the number of attacks of the weapon equipped on the weapon (Bullet means bullet, but it is natural to use it here to express the number of attacks). When using a close-range weapon, the number of attacks is unlimited . Although it is expressed as 99/99, this number will not change no matter how many times you use this weapon, so you don't have to worry about it. On the contrary, when using long-range weapons, the number of attack tests is limited. The value of 0 is calculated as the maximum number of remaining attacks/number of attacks. If the value on the left becomes 0, the weapon cannot be used; but when entering the next stage, the value will automatically change.

[Keith]

How about it? Do you really understand how to use the status value side? In short, there are too many numbers that need to be confirmed again and again. One of them is the HP of the magical mecha that must always be paid attention to in combat. Other options include the mobility of Legs and the number of attacks and range of speed-distance weapons, which are also very important. I have said these numbers before, they are all basic numbers for movement and attack. In addition, when choosing, we should pay attention to our pilot's own experience value, and don't forget to conduct battles at the same time%

One of the key points of the battle

-kiss

One of Missions

R?inf—Key—Scarabelle.

,ÿÿ

For high defense

This method is to treat me as if I am not yet mature

When you are mature, you forget the enemy's attacks,

What I thought when I was safe and sound thanks to our blessings

The tactics used are to use a machine with high defense

For the rear, use long-range weapons to attack the enemy.

Once the enemy is close, just add more

Just attack

enemy!

If the machine loses the weapon-equipped A

rm , then the enemy aircraft can only use fighting

If you use a weapon to attack, the attack function will also

Sharp reductionÿThese bodies seem to be moving

There is an obstacle, so don't pay attention to it for now.

To master it, first defeat healthy enemy aircraft and then

to deal with itÿ

Li Zao defeated!

If it is the same as the one driven by Pisces

If the supply vehicle is adjacent, it can repair the damaged

Broken parts ÿ But so are 5 enemies ÿ

So you should understand what I mean when I say this

Bar! Destroy the enemy's supply truck as early as possible

If it's broken, doing this will definitely be harmful to us.

profitable

Lseeju

Price 180	
Weight 8	
AT	5X2
Hit	78
Range	1
Manufacturing company name: Vince	
SHOP	Ballinden

Close range weaponsÿ
0 High hit rate
, enlightened authority
o

x Eager

Compensation rate 180	
Weight 8	
AT 10	
Hit 78 1	
Range	
Cracking company name: ÿÿÿÿÿÿ Cracking company name	
SHOP	Ballinden

Close range weaponsÿ
4ÿÿThe length of the gun body is the bottom
soldiers and civilians
Use a rifleÿ

filongtonfa

Compensation rate 170	
Weight 8	
AT 13	
Hit	85
Range	1
	challenge bold company
SHOP	Two-Yu Milgun

Gate weapon fine
hazel-shaped weapon
Can give the enemy a direct
Take the blow.

Grave

Debt price 190	
Weight 10	
AT	4X3
Hit	76
Range	1
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	Two-Yu Milgun

Close range weaponsÿ
As light as a short gun
'It's easy to fuck
Chinese machine gunÿ

Winnie

Price 190	
Weight 10	
AT 13 76	
Hit	
Range	1
Manufacturing company name: Jade Metal Manufacturing company name	
SHOP	Two-Yu Milgun

Close range weapon°
The gun body is very
long, and it is a ÿÿÿÿfirst
,, period rifle.

IRIM- 3

Price 320	
Weight 16	
AT	1X13
Hit	58
Range 1—4	
	Remoors company
SHOP	new mill gun

dual-purpose weapon
ÿThe hit rate is low
Huge, but range chart
But it's very wide

Cemetery

Price 200	
Weight 10	
AT	4X5
Hit 74	
Range	1
Manufacturing company name challenge	pauld company
SHOP	Menasa

Close range weaponsÿ
Bu is a usable
'Danger of entering an automatically operated machine
Shut downÿ

PAP55

價格	220
Weight 10	
AT	4X6
Hit 74	
Range 1	
Manufacturing company name	ÿÿ One company
SHOP	Menasa gray rock

Close range weaponsÿ
Comment by Masuzu in Machine Gun
"It's worth twice the price of K. It's for divination."
ÿ Manufactured by one company ÿ

Konguru 1

Compensation rate 220	
Weight 12	
AT 20	
Hit 76	
Range	1
Manufacturing company name: ÿÿÿÿÿ	
SHOP	メナサ

Close range weaponsÿ•
•High penetration power
For use on magical mechas
ÿ^Walking spear.

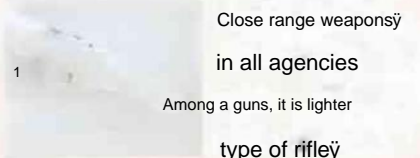
11 Glow Task [

Compensation price 240	
Weight 14 21	
AT	
Hit 76 1	
Range	
Manufacturing company name Vantam Company	
SHOP	Menasa

Close range weaponsÿ
Spear body fittings
Seven-arms rifle
ÿ

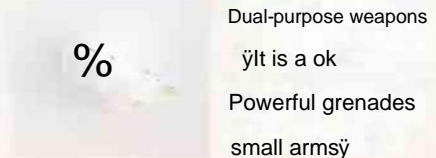
I Iibis

Price 260	
Weight 14 23	
AT	
Hit 76	
Range 1	
Manufacturing company name Jade Metal Company	
SHOP	Menasa

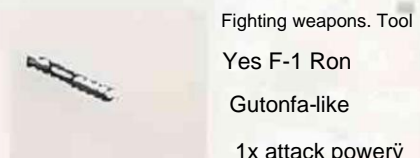
Close range weaponsÿ
in all agencies
1
Among a guns, it is lighter
type of rifleÿ

!1|Iguchi 7]

Compensation	360
Weight 18	
AT	1X24
Hit 58	
Range	1-4
Butterfly company name	Iguchisha
SHOP	Menasa

%

Dual-purpose weapons
ÿIt is a ok
Powerful grenades
small armsÿ

1|F — 2 long tonfa I

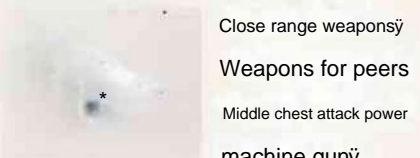
Price 240	
Weight 12 26	
AT	
Hit 80	
Range	1
Manufacturing company name: Tuton	pauld company
SHOP	Ten million Ray Dock

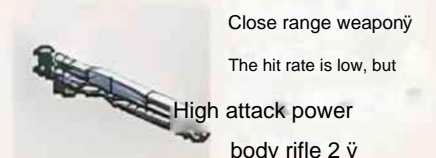
Fighting weapons. Tool
Yes F-1 Ron
Gutonfa-like
1x attack powerÿ

I |22S N Leo Socyano Ear 1 [Empire

Compensation rate 280	
Weight 14	
AT	4X7
Hit 74 1 Leonora	
Range	
Manufacturing	company name: Enterprise
SHOP	Gray Tsuku

*

Close range weaponsÿ
Weapons for peers
Middle chest attack power
machine gunÿ

1

Reimbursement 300	
Weight 18	
AT 24	
Hit	76
Range	1
Rakuzo	Leonora company name Enterprise
SHOP	gray rock

Close range weaponÿ
The hit rate is low, but
High attack power
body rifle 2 ÿ

1|Katsley SG]

Reimbursement 300	
Weight 18 20	
AT	
Hit 82 1	
Range	
Manufacturing company name: Fire Valley Company	
SHOP	Greylock

Close range weaponsÿ
ÿ^9 High power, attackable
The shortcomings of the spread bomb
Gunÿ.

I Nail Fire! 11 Smatsha

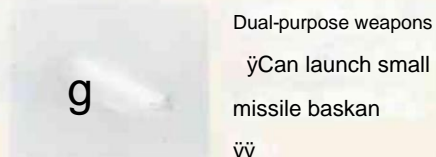
Debt 320	
Weight 20	
AT 20	
Hit 78 1	
Range	
Manufacturing company name: Vantam Company	
SHOP	gray ÿook

Close range weaponsÿ
Developed for Magic Machine
Portable type for nails
flame launcherÿ

1

Compensation	360
Weight 24	
AT	1X24
Hit 59	
Range 1-4	
Manufacturing company name: Vince Company	
SHOP	gray rock

g

Dual-purpose weapons
ÿCan launch small
missile baskan
ÿÿ

1 gnome

1 _

Price 400	
Weight 28	
AT	1X2760
Hit	
Range 1—4	
Manufacturing company name: ÿÿÿÿÿsha	
SHOP	gray rock

Dual-purpose weapons

ÿThe length of the gun body is

3 large missiles

ÿÿÿÿ

1|Mostro24

Reimbursement 300	
Weight 16	
AT	5X5
Hit	1X74
Range 1	
cracking company name: ÿÿÿÿzo	
SHOP	freedom peseta

Close range weaponsÿ

Possible 5-shot machine

L gun spear. Tamemos

Initial type of Bukouÿ

I I | Iguchi 502]

價格	320
Weight 20	
AT	28
Hit 82	
Range 1	
The company's name is Ekasha	
SHOP	freedom

Close range weaponsÿ

Attack power given

The values are very balanced

rifle.

11 dark hog

Compensation rate 340	
Weight 16	
AT	4X7
Hit	74
Range 1	
Manufacturing company name: ÿÿÿÿÿToe	
SHOP	freedom peseta

Close range weaponsÿ

The gun body is short and can be installed safely

Fixed mechanism

Gunÿ

1 1!Gailou SG

Compensation 360	
Weight 20	
AT 27 84	
Hit	
Range 1	
Manufacturing company name: ÿÿÿÿÿ	
SHOP	freedom

Close range weaponsÿ

Very similar to fighting weapons

A small, weak-looking short gun

ÿ

I I Gray Boo S

Reimbursement 400	
Weight 18	
AT	4X8
Hit	74
Range	1
Manufacturing company name: Senderso	
SHOP	freedom

ÿ

Close range weapons.

Tamegrave-like

level-up type,

Attached is a visual field diagramÿ

11 Hexafire]

Price 400	
Weight 26 34	
AT	
UHiT	1X84
Range	1
Manufacturer name: Fireparade	
SHOP	freedom

%

Close range weaponsÿ

Very Eastern, but the same

Starting level: medium to high level

rifleÿ

1 F - 3 Hand Rod]

Reimbursement 300	
Weight 14 34	
AT	
Hit 80 1	
Range	
Company name challenge	bold danger
SHOP	Free bathing

/

Gate weapons. for

Use it by holding it vertically and walk

stick-shaped weapon

ÿ

I Leo Stan ___________ 1

Reimbursement 500	
Weight 18	
AT	4X9
Hit	74
Range 1	
Leonora Manufacturing	company name Enterprise
SHOP	Betheta Pertica

Close range weaponsÿ

Both light and strong

Short barrel machine gunf

ÿ

1 Earl Atso 111 Slab

Reimbursement 600	
Weight 20	
AT	3X13
Hit 74	
Range 1	
Beach company name	predict. One method
SHOP	peseta Pertica

2

Close range weaponsÿ
long gun mechanism
, tile 7 shots. 1 shot attack
The impact is quite high

I1 bore 36

Price 500	
Weight 20	
AT 36	
Hit 82	
Range	1
Manufacturing company name	Jade Metal Sou
SHOP	peseta

Close range weapons.
Accuracy value,
steps as long as the gun body
r•gun.

I1

Reimbursement 600	
Weight 26	
AT	1X32
Hit 60	
Range	1~4
Manufacturing Company Name	Fire Valley Sou
SHOP	peseta

%,

Near/far range martial arts
device. Because it can be sent
Small-sized bullet guide
Slim rocket launcher.

1|Flame Fox 11I F- 4

rw	640
Weight 26	
AT 43	
Hit 80	
Range	1
Manufacturing company name: Bazaruto	
SHOP	peseta

fart

Close range weaponsÿ
Combined with special drugs
Air Ear Flame Launcher
ÿ

Hand Rod 1 Anaconda

In 400	
Weight 16 37	
AT	
Hit 80	
Range	1
Cracking company name: Teton	bold tsuji
SHOP	peseta

,,Gate door weapons. for
Special F — 3 upgrade
Both type. fighting weapons
The final peak.

|1

Compensation rate 560	
Weight 22	
AT	43
Hit	82
Range	1
Manufacturing company name: ÿÿÿÿ	
SHOP	Beltica

Close range weapons.
Lingÿ• has the name of a large snake
, for the thin gun body
rifle.

1 Gloucester Scooter S E]

Compensation rate 640	
Weight 24	
AT 47	
Hit 80 1	
Range	
Manufacturer's name: Vantamso	
SHOP	Beltica OCU camp

&,

Close range weapons.
glow task
The latest model. attack
More than twice as powerful.

11 Cats Ray xx |

Compensation rate 640	
Weight 24	
AT 31	
Hit 98	
Range	1
Manufacturer's name: Aia Valley Co., Ltd.	
SHOP	Beltica

Close range weapons.
High hit value
short range gun
ÿ

1 Raptor FX |1

Compensation rate 660	
Weight 24	
AT	5X9
Hit 74	
Range	1
Rizou company's name: Diable	Apionics
SHOP	Beltica

Close range weapons.
Can shoot five times in a row
Machine with slender gun body
Turn off the gun.

[F V-24 I Cobra

Debt price 700	
Weight 30	
AT	5X11
Hit	74 .ÿ 1
Range	
Cracking company name: Fukuda	Apionics
SHOP	Beltica OCU camp

Close range weaponsÿ
5 series type times
Turn the cannon. Pass
Called Balkan Cannonÿ

##

Compensation rate 740	
Weight 28	
AT 56	
Hit 80 1	
Range	
Leonora Manufacturing	company name:
SHOP	Enterbrise Beltica

Drink^
Close range weaponsÿ
Extruded with high pressure?
does fire bullets
rifleÿ

| R 1 M - 4

Compensation rate 720	
Weight 36	
AT	1X60
Hit 60	
Range 1 to 4	
Manufacturing company name	remover
SHOP	Pertica

But **78^**
Close/quick range weapon
device. Emission ratio
Type 3 is more powerful
ÿ

Uranio

Compensation rate 740	
Weight 26	
AT	3X19
Hit 74	
Range	1
Manufacturer name: Vince Co., Ltd.	
SHOP	OCU camp

Close range weaponsÿ
!Caused by hair
A dense attack with a swift attack
Shut down the machineÿ

1II Ibis! !

Compensation rate 760	
Weight 28	
AT 58	
Hit 82	
Range 1	
Company Name: Jade Metal Manufacturing	
SHOP	OCU camp fort mornas

d
Close range weaponsÿ
Ibis-like modification
Good type. Improve attack
Hit, accuracy value ÿ

1|Grave 2

Price 80	
Weight 28	
AT	4X14
Hit	74
Range	1
Company Name: Senda Company	
SHOP	OCU camp

Close range weapons.
Grape-like change
Good type. Only promote
The attack and chisel

Cemetery 10

Reimbursement 800	
Weight 30	
AT	4X15
Hit 74	
Range	1
Manufacturing company name challenge	pauld company
SHOP	OCU camp fort mornas

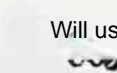
Close range weaponsÿ
cemetery
Improved type. attack
3 times the costÿ

I B e -11

Reimbursement 800	
Weight 38	
AT	1X59
Hit	60
Range	1-4
The name of the manufacturing company is ÿÿÿÿÿsha.	
SHOP	OCU camp 7 automonus

Near/far range martial arts
, to the vessel. Vantaa
The pride and strength of ÿÿÿ
ÿBazooka.

|11Hot Dog

Feedgrid 800	
Weight 28	
AT 61	
Hit	20
Range	1
The name of the manufacturing company is ÿÿÿÿÿsha.	
SHOP	OCU camp and run

Close range weapons.
Will use its high level to
Go. world's smallest
Flamethrower.

1 vanish

Compensation price 840	
Weight 40	
AT	1X61
Hit 60	
Range W Remoors	
	Company Name
SHOP	OCU camp

ÿ

Near/far range martial arts device. at gunpoint Kung Fu Bazooka ÿ

111 | NOT P66

Compensation price 840	
Weight 30	
AT	3X22
Hit	74
Range bo-ft 1	
company name	manufacturing
SHOP	fort mornas

Close range weapons. Improved version of 55 The number of w times decreased but was 1 The power is strong.

|11|24S R Gray Eye| I

Compensation rate 860	
Weight 32	
AT	3X22
Hit	76
Range 1	
Leonora Manufacturing	company name Enterprise
SHOP	fort mornas Soleito

Close range weapons. Has a heavy appearance •High-performance mechanism Gunÿ

1|Hexafire Mkn I

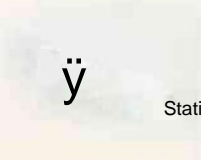
Zombie 880	
Weight 33	
AT 66 84 1	
Hit	
Range	
Manufacturing Company Name: Fire Valley Company	
SHOP	fort mornas Soleito

Close range weaponsÿ Bigger than its predecessor electricity 3. Increase attack power Latest work.

11!Iguchi 702

Price 860	
Weight 32 64	
AT	
61 ÿ Hit 1-4	
Range	
Manufacturing Company Name: Iguchi Company	
SHOP	fort mornas

Near/far range martial arts device. sliding small quasi-bouncer Gunÿ

|11 Snowman |I

Compensation price 880	
Weight 40	
AT 66	
Hit	182~
Range 1	
Manufacturing company name: Fukurotosha	
SHOP	fort mornas

Close range weapons. It can be said that the world's most •Takamine-like slender fire "Flame emitter.

1|Mostro

Reimbursement 900	
Weight 20	
AT	4X18
Hit	74
Range	1
Cracking company name: Fukurotosha	
SHOP	Soleito

ÿ

Close range weaponsÿ Mostro hit the mark Station type. dolphin nose Because of its special micro

I1| Black Star

Compensation price 920	
Weight 32	
AT	4X19
Hit	74
Range	1
Manufacturing company name: Vantare Co., Ltd.	
SHOP	Soleito

5

Close range weaponsÿ For the same price range High-priced machine Turn off the gun.

|11 Winnie-R R |I

Price 940	
Weight 34	
AT 75	
Hit	82
Range 1	
Manufacturing company name: Jade Metal Co., Ltd.	
SHOP	Soleito

Close range weapons. Not as good as the appearance Long and tall steps gun.

|Circular

Yan Ge 920	
Weight 34	
AT 72 88	
Hit	
Range	1
Rakuzo company name: Vince Co., Ltd.	
SHOP	Rareito

Close range weaponsÿ
ÿAiming at ultra-small size
Developed by Standard
Gunÿ

I Thunderbolt [

Compensation price 940	
Weight 40	
AT	1X74
Hit	61
Range	1-4
Manufacturer name: Vince Co., Ltd.	
SHOP	Soleito

Near/far range
§ The device. Although there are bristle
, but it's a good one
bazooka.

I , Raybou SH

Compensation grid r98F	
Weight _	
AT	4X20
Hit	74
Range	1
Manufacturing Company Name: Center'1 Company	
SHOP	carrier camp

%

Close range weaponsÿ
With local performance vision
wild grape
The latest model in the series.

11 Leostan B

Price 1000	
Weight 32	
AT	4X21
Hit 74	
Range	1
Manufacturing	Leonora company name
SHOP	Enterbrise Career Camp

Close range weaponsÿ
Can shoot 4 times in a row
To "small mechanical spearÿ
Has front type.

|R Atsuso S p|

Price 1100	
Weight 32	
AT	3X29
Hit	76
Range	1
Cracking company name	Bokichisha
SHOP	career camp

Close range weapons.
1.High attack power
0*%^ long machine gun
ÿ

I pibis!n ____________

Price 1000	
Weight 34	
AT 81	
Hit 84	
Range	1
Manufacturer name: Jade Metal	
SHOP	career camp

d close range weapons.
Tame Ibis series
The latest type height of the column
Performance weapons.

1|Bore 40

Price 1200 Weight	
44 AT 1X82 Hit	
62 Range ! ÿ^6 crack	
manufacturing	
company name ÿÿÿÿÿ	
ÿÿÿ manufacturing company name	
SHOP	career camp

%7

Close/quick close martial arts
vessel. fire
Home
bazooka.

| 1ardou__________ 1

Compensation price 1180	
Weight 32	
AT	4X32
Hit 74	
Range	1
	ÿÿÿÿ
SHOP	lupidis

• ?ÿÿÿÿÿAtsuso
Close range weapons.
5%^ of the ultimate weapon.
Performance is quite high.

I Strom —sz J

Compensation price 1240	
Weight 34	
AT	4X24
Hit 76	
Range	1
Manufacturing company name: Fukuoka	
SHOP	Rubidis

Close range or device.
The ultimate machine gun
peak. all of them
High performance weapons.

SHOULDER

A shoulder-mounted weapon. Among them, there are also machines equipped with Cang' as armor.

械 ο

ÿ

ÿWeapon nameÿPrice ③重量 power (number of consecutive shots x attack power)] against weeds value

Number of attacks ÿ Name of the company that manufactured the weapon ÿ Towns that can be detained ÿ Photo of the weapon ÿ Features of the weapon

F V—28B

Reimbursement 1300	
Weight 36	
AT	5X20
Hit	76
Range	1
Manufacturing company name: Deka Factory	Avionics Lupidis
SHOP	

Close range weapons. The ultimate work of the Balkan Cannon with Tucan and Continuous Fire°

WS- 2

Compensation rate 160	
Weight 6	
AT — DF 4	
Hit —	Range —
Bullet	
Manufacturing company name ÿÿÿ	
SHOP	new mikan

The shield armor can be equipped on the shoulder and used as a shield for lower-level soldiers. 甲 ο

firebird

Price 1280	
Weight 38	
AT 87	
Hit 90 1	
Range	
name Enterprise	Leo-ra Rizou Company Lupidis
SHOP	

Close range weapons. The hit number is the pinnacle of the rifle.

MG R-1 B

Price: 340 ÿ Attack power	
Weight 20 ÿProtection	
AT 2X12 DF — ÿAccuracy	
Hit 74 Range 3-5 ÿRange circle	
Bullet ÿ	2
Manufacturing company name challenge	Bold company
SHOP	two-mil gun

The bomb launcher is a machine made in Laos that emphasizes small size and lightweight.

Vanish II

Reimbursement 1400	
Weight 50	
AT	1X86
Hit	66
Range	1-6
Manufacturing company name	Rim Earth'Low
SHOP	lupidis

The short/long range weapons and "Hui Qi" have the highest value of the rocket launcher in each value.

為修理重要的機體，張開天幕，汗由額頭流下。

Bo-no

Compensation 360	
Weight 24	
AT 2X12 DF —	
Hit 76 Range 3~5	
Bullet	3
Manufacturing company name: ÿÿ_ÿÿ	
SHOP	Two-Yu Milgun Menasa Gray

Guide launcher. A simple launcher that pays attention to the number of attacks.

|WS-2O

Debt amount 200	
Weight 12	
AT — DF 9	
Hit —	Range
Bullet	
Manufacturing company name: Mining Corporation	
SHOP	Menasa

Shield armor. statue middle ages

The shield armor is generally j

For the early stage of large-scale

Make ÿ

1 Galvados

serge 400	
Weight 26	
AT 3X11 DF —	
Hit 76 Range 3—5	
Bullet	3
Manufacturing company name: Fire Valley Takeshi	
SHOP	Menasa

rocket launcher

ÿCan launch small

rocket weapon

o

sun owl

Reimbursement 500	
Weight 32	
AT 3X14 DF —	
Hit 76 Range 3~5	
Bullet	3
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	Clayÿtsuku freedom

Guide launcher

. easy to use

The selling point is the 3-link

Shoot missiles.

eaglet

Compensation rate 540	
Weight 32	
AT 2X22 DF —	
Hit 76 Range 3-6	
Bullet	3
Manufacturing company name Sakata	industry
SHOP	Kreilock freedom peseta

rocket launcher

. Pay attention to 1 hair

machine soil

Attack box shape

device.

| WS-14

Price 300	
Weight 18	
AT — DF 12	
Hit •--	Range —
Bullet	
Cracking company name	Jade Metal Company
SHOP	freedom

ÿShield. Because of using

/ Use special metal,

Les"

Used both light and strong

ÿÿ

Gordias

Reimbursement 600	
Weight 30	
AT 2X28 DF	
Hit 78 Range 3-6	
Bullet	2
Manufacturing company name: Sewton Co., Ltd.	
SHOP	freedom peseta

missile launcher

. Available for launch

Guide to special gunpowder

bomb.

Donkey

Price 860	
Weight 34	
AT 3X20 DF —	
Hit 78 Range 3-6	
Bullet	2
Manufacturer name: Vince Co., Ltd.	
SHOP	peseta Pertica

missile launcher

. for miniaturization

A powerful 3-shot burst

Shooting device°

8

Compensation price 920	
Weight 40	
AT 3X22 DF —	
Hit 78 Range 3-6	
Bullet	2
Manufacturer name: Vince Co., Ltd.	
SHOP	peseta Beltica

missile launcher

. Can be installed

missile launch

device.

| WS-2 B

Compensation rate 560			
Weight 24			
AT		DF	17
Hit		Range —	
Bullet			
Manufacturing company name	Bukou First Society		
SHOP	Pertica		

Shield armor. considering

arm movement device

It's very popular

Target fencing equipment.

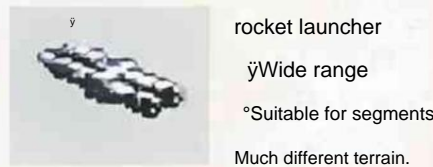
11 Magic Box 111 Ragose

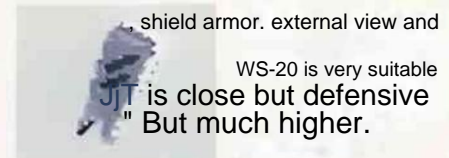
Compensation price 1000	
Weight 50	
AT 3X22 DF —	
Hit 78 Range 4-^6	
Bullet	2
Manufacturing company name challenge	pole de so
SHOP	Pertica

missile launcher
. Can be fired in 3 bursts
'Charming super small hair
Shooting deviceÿ

!11| "7 Eye War

Compensation price 1280	
Weight 62	
AT 2X37 DF —	
Hit 80 Range 4-8	
Bullet	2
Manufacturing company name: Fireparade Company name: Nada company name	
SHOP	Beltica

rocket launcher
ÿWide range
°Suitable for segments
Much different terrain.

Reimbursement 600	
Weight 26	
AT — DF 22	
Hit —	Range —
Bullet	
	vantam company
SHOP	OCU camp fort mornas

, shield armor. external view and
WS-20 is very suitable
JjT is close but defensive
" But much higher.

11 skull

Reimbursement 1300	
Weight 64	
AT 3X24 DF	
Hit 80 Range 3-6	
Bullet	3
Manufacturing company name: ÿÿÿÿÿ	
SHOP	OCU camp

missile launcher
°Improved personal carry
, new work with device
ÿ

11|Sley

Compensation rate 130	
Weight 64	
AT 2X37 DF —	
Hit 80 Range 3-6	
Bullet	3
Manufacturing company name: Sino Corporation	
SHOP	OCU camp

missile launcher
. It is a 2-cylinder type, and
the left and right can be fired separately.
ÿcannonball°

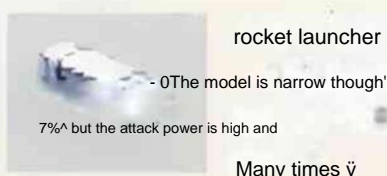
11! Donkey DX

Compensation price 1280	
Weight 70	
AT 3X25 DF —	
Hit 80 Range 4—8	
Bullet	2
Manufacturer name: Vince Co., Ltd.	
SHOP	fort mornas Soleito

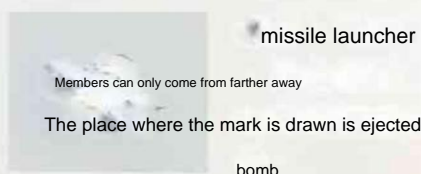
missile launcher
. Can hit 37 high
-performance decoys
guided missiles.

11 wild goose 1

Price 1380	
Weight 74	
AT 3X30 DF —	
Hit 80 Range 2-4	
Bullet	3
Manufacturing company name Sakata	Industry Fort
SHOP	Mornus

rocket launcher
- 0The model is narrow though'
7%^ but the attack power is high and
Many times ÿ

11|Ceres

Price 1400	
Weight 70	
AT 2X47 DF —	
Hit 82 Range 6-8	
Bullet	2
Manufacturing company name: Schutzke Company	
SHOP	fort mornas Soleito

missile launcher
Members can only come from farther away
The place where the mark is drawn is ejected
bomb.

|11|Probaton

Compensation price 1480	
Weight 76	
AT 3X30 DF —	
Hit 80 Range 3-6	
Bullet	3
Manufacturing company name: Fire Valley Company	
SHOP	Soleito

Wd
rocket launcher
. if hit
, supplementary words, special flame
Will cause an explosion.

L Crane

Compensation price 1560	
Weight 80	
AT 3X32 DF ----	
Hit 80 Range 3-6	
Bullet	3
Manufacturing company name: ÿÿÿÿÿ	
SHOP	Soleito

missile launcher

°Better than professional switch

Wow^'s attack power is high.

I WS—14B

Reimbursement 700	
Weight 28	
AT — DF 27	
Hit — Range —	
Bullet	
Beach company name	jade metal sou
SHOP	Soleito

The shield on the highest peak . above and below the material

ÿÿKungfu, success

Increased defense.

I Black Panther I

Reimbursement 1600	
Weight 80	
AT 3X33 DF —	
Hit 80 Range 3-6	
Bullet	3
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	career camp

missile launcher

. Use a lot of

ÿH gunpowder to increase attack

Power.

I Albatross

Price 1700	
Weight 80	
AT 3X34 DF —	
Hit 82 Range 3-6	
Bullet	3
Manufacturing company name Sakata	industry
SHOP	career camp Rubidis

rocket launcher

ÿ. launch horizontally

Cannonballs, increase life

Medium value.

Paraina

Compensation rate 180	
Weight 84	
AT 1X90DF —	
Hit 84 Range 4—6	
Bullet	4
Manufacturing company name: Schnetzke	
SHOP	lupidis

missile launcher

Yaotiao

. Significantly improved by one

, ÿ avoid the attack power

Pretend to think.

I I Donkey DX2 I

Hager 2000	
Weight 90	
AT 1X99 DF —	
Hit 86 Range 3-6	
Bullet	4
Manufacturing company name: Vince Company	
SHOP	Rubidis

Power transmitter

Xuan moxibustion will make hair grow faster

ÿ;Dad's ejaculation power is the most improved

Bureau's device°

LECTURE!

ÿÿSurvival lectures on the mission

ÿ

The weapons equipped on the shoulders are all

The number of bullets for each weapon is set. this

The so-called times here refer to the times in one

It can be used several times during the mission.

In other words, if the number of bullets is 3

In other words, after using the missile three times and

After the rocket launcher, the weapon is completely

It has no effect. But, it won't

Because of this, the weapons have to be discarded and

Out of service. Because at the end of the mission

In the future, the number of bullets will be automatically replenished.

°In addition, if there is a surprise

supply truck is nearby, then

You can also perform missions even during missions

Medication supplement. If you want to speed up

If attack and attack are the main ones, then harmony and complementation will

Let the car act together in combat.

It will be more effective. Because it can

Replenish at any time, as long as there is a supply truck

ÿYou can attack with peace of mind

ÿ

|Garbo 1

Price 400	
Weight 28	
DF 13	
HP	42
Engine jsF	
Manufacturing company name: Fukurotosha	
SHOP	two milk can't

A pill-shaped body
Life wealth special mold. output
Although it is low, its
HP is quite high.

Husky M k •m |

Price 400	
Weight 26	
DF 13	
HP	39
Engine	140
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	Two-Yu Milgun

For parts with the same bond position
Medium, maximum output
of. elongated
Component.

Giza 1

Reimbursement 400	
Weight 30	
DF 13	
HP 45	
Engine	120
Manufacturing company name: ÿÿÿÿ	
SHOP	two milk can't

Have severe drought
Xiao Di is feeling quite big
pith parts. HP is
also higher.

ヴェイパー

Reimbursement 450	
Weight 24	
DF 16	
HP 48 •'	
Engine 120	
Manufacturing company name: Fukuoka	avionics company
SHOP	Two-Yu Milgun Menasa

Although the output is low, it
H P
, high defense
Ws streamlined parts.

|Tempest

Price 450	
Weight 32	
DF 20	
HP 36	
Engine 180	
Manufacturing company name: Fukuoka	Apionics
SHOP	Two-Yu Milgun Menasa

Output, protection power
Tall, thin body
body parts. HP
is a bit low.

I Galbo SV

Compensation rate 460	
Weight 30	
DF	18
HP 48	
Engine 160	
Cracking company name: ÿÿÿÿit	
SHOP	Menasa

Garbo series
Intermediate level work. out
ÿÿHP level
The punch is good.

!Jiggle 6 B

Compensation rate 460	
Weight 26	
DF 18	
HP	42
Engine 180	
Jade Metal Co., Ltd.	
SHOP	Menasa

The small head is
Its characteristics, body pity
High output. HP
ordinary .

|Pabot H

Debt 460	
Weight 34	
DF 18	
HP 54	
Engine	140
Manufacturing company name	Bukou First Society
SHOP	Menasa

Take the height of HP as its
Selling point but heavy
Measure weight and exert force
Low.

war gate

It's finally over,

11 Husky M k • rv

價格	480
Weight 30 20	
DF	
HP 51	
Engine	165
The name of the crack manufacturing company is Sino Corporation!	
SHOP	Menasa gray ÿyook

country possessive numerical capital
They are all quite balanced,
Slightly slimmer build
r type.

11|Garbo MRX

Compensation rate 540	
Weight 34 22	
DF	
HP	54
Engine	180
Manufacturing company name: Fukurotosha	
SHOP	clay ÿyook

d omitted Carbo series
Experience the latest works. H
Both p and effort are returned
Ma good.

1|Jiggle 11A

1

價格	540
Weight 30	
^DF~	22
HP	I48-
Engine 200	
Manufacturing company: Jade Metal Co., Ltd.	
SHOP	Gray Tsuku

Parts at the same price
Medium 'output maximum
, the weight is also very
ÿÿÿ

11 gain

Compensation rate 540	
Weight	38
DF 22	
HP	60
Engine	170
The name of the satin-making company is ÿÿÿÿÿ	
SHOP	Gray Tsuku

Male HP is quite high, and
Surprise wÿ is the impression given to people
The peak of the body is zero
pieces.

1|Club Sun

Reimbursement 600	
Weight	36
DF	24
HP 60	
Engine 200 units	
Cracking company name	
SHOP	Gray. book

For equal compensation parts
The most average among the female monsters
Specialty: Slender body with strong impact

11!Glop

1

Reimbursement 600	ÿ
Weight	32
DF	24
HP	54
Engine 122ÿ-	
Manufacturing company name	predict. item
SHOP	Gray Tsuku freedom

-- With a motto on the head
For example, the driver uses his
vision to travel and pays attention to the effort.
ÿParts.

1|Genem

價格	600
Weight 40 24	
DF	
HP 66	
Engine	180
Manufacturing company name: Fukurotosha	
SHOP	gray ÿyook

2. In order to raise game H
P, so use special
Pregnant 2 made of special alloy.
The big one.

11I Moss V R • 5

Price 660	
Weight 40	
DF 26 66	
HP	
Engine 220	
Manufacturing company name ÿÿÿÿjuice	
SHOP	Greylock freedom

stand
Pay attention to what HP writes
issued, but
Efforts are ordinary but
And quite light.

1!|Club Sun H

1

Compensation rate 680	
Weight 40	
DF 30	
HP	66
Engine 240	
Manufacturing company name	
SHOP	freedom

The numerical value is relatively equal
too"
balance, balance
"Improvement of ÿÿÿ
Type.

[Byzant
Compensation rate 680
Weight 44
DF 30
HP 72
Engine ^26r
Manufacturing company name: Sewol Manufacturing Co., Ltd.
SHOP
freedom
Heavy W is quite light and can be
kÿÿ will do his best
Show your body
Body partsÿ
[| Stoke
Price 700
Weight 50
DF 28 72
HP
Engine 220
Manufacturing company name: Furumansha Co., Ltd.
SHOP
freedom
ÿ is the same price range.
Among Nongtuo, the degree of balance
One of the nice parts
1!•Lux
價格 700
Weight 45
DF 28
HP 60
Engine 240
Cracking company name: Rural Co., Ltd.
SHOP
frida ÿ
Yu Stoke Open
§The hair branch is made
to come; to pay attention to
Powerful partsÿ
Favnir
Reimbursement 700
Weight 55 28
DF
HP 84
Engine 200 Freiman
Company name
SHOP
freedom
Quite impressive
strong body zero
Part ÿ HP is also quite
high.
1 Zealeid
Price 800
Weight 40 32
DF
HP 84
Engine 220 Leonora
Manufacturing company name Enterbrise
SHOP
Freedom
peseta
11 Leonorae
enterprise
Esha's early works
ÿÿ ÿ
Frost
Reimbursement 800
Weight 60
DF 32
HP 108
Engine 200
Cracking company name: Fukuda Apionyox Inc.
SHOP
freedom
peseta
turtle
HP , defense
5 height and waist
Characteristic fort
pieces.
Peregrine
Compensation price 840
Weight 50
DF 30 96
HP
Engine ^22ÿ-
Manufacturing company name: Sewton Co., Ltd.
SHOP
peseta
Broad shoulders?
Evenly balanced body
suitable
Body parts weight
Normalÿ,
1 [Bonato
Price question 0
Weight 45
DF 32
HP 84
Engine 240 units
Cracking company name
SHOP
peseta
1yu
To improve the output
developed with focus on
Come ÿ external view and
Protup same ÿ
Price 880
Weight 65
DF 30
HP 108
Engine 210
Manufacturing company name Furamansha
SHOP
peseta
Driving a bigger one
designÿand its
HP is also relatively high
ÿ

1 twi card

Price 920	
Weight 48 34	
DF	
HP 96	
Engine 260	
Manufacturing company: Center Co., Ltd.	
SHOP	peseta

• Body parts are small but
The gold contribution is huge,
ÿÿÿÿÿÿ-ÿ
Proud plagiarist.

11 vasa

Compensation price 920	
Weight 60 32	
DF	
HP 120	
Engine 220	
The name of the cracking company is Furumansha.	
SHOP	Betheta

, ÿ Stork series
of medium-sized parts.
HP quite tall
F
Body partsÿ

11|Stoke M k - IV 1

Price 980	
Weight 64	
DF	34
HP	108
Engine 240	
The name of the manufacturing company is Furumansha.	
SHOP	Pertica

- Stoke series
Good performance parts
Conflict of several ÿ
Feeling good too.

1 Orcus H

Compensation price 980	
Weight 60 34	
DF	
HP 96	
Engine 260	
Manufacturing company name Furumansha	
SHOP	Pertica

Mamefu Orcus-like modification
Good type. Previous work
- machine, everyone pays attention to it
output.

11|Glops PV|

Compensation price 980	
Weight 70 34	
DF	
HP 120	
Engine 220BUM	
Manufacturing company name	
SHOP	Beltica

X
Zero manufactured by Bokuguchisha
The highest work of Kukunji
. Its HP is high
Point for treasure.

1| Male Raid 1

Compensation rate 1100	
Weight 64	
DF	36
HP	120
Engine 280	
Rakuzo	Leonora company name Enterblyze
SHOP	Pertica

The profit is high in output. Think far away
I swear to become lighter and quantified, so
the department equipped with its department
The points are very thin.

1I Cicada U

Compensation rate 1120	
Weight 80	
DF 36 144	
HP	
Engine 260	
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	Pertica

ÿPrioritize HP
Designed by Silkworm Z
A parts. Therefore it is important to
The quantity is quite heavyÿ

11I S Orcus

Reimbursement 1200	
Weight 68 38	
DF	
HP 132	
Engine 280	
Manufacturing company name Furumansha	
SHOP	Pertica

ÿÿÿÿ series
The highest peak. outside
Views have not changed , But H
P increased ÿ

|1 Nova Raid 1

Price 1200	
Weight 64	
DF	38
HP 126	
Engine 300	
Manufacturing company name	Leonora enterprise
SHOP	Pertica

focus on out
Developed by ÿ
Vp parts; popular
Welcome.

1 indos

Compensation price 1360	
Weight 70	
DF 40 144	
HP	
Engine 300	
Manufacturing company name ÿÿÿÿÿÿ	
SHOP	Beltica

Death = attach importance to HP>can "ÿÿ" is a valuable item to iSr maintain high power. Products purchased.

111 arpeggio

Reimbursement 1400	
Weight 70	
DF 40 144	
HP	
Engine 300	
Manufacturing company name ÿÿÿÿÿ	
SHOP	OCU camp

Although foreign stocks are different words n but for and ÿÿ gU•ÿÿ has the same number Zero value.

11 Sakata 65 ÿ

Reimbursement 1400	
Weight 66	
DF	40
HP 132	
Engine 300	
This manufacturing company name	Sakata industry
SHOP	OCU camp

Bae Sakata-made linen opening The series No. 1 and ÿÿ issued are balanced types. of parts.

Wild Goat | Prysomea -

Price 1400	
Weight 76 40	
DF	
HP 156	
Engine 320 Leonora	
Manufacturing	company name Enterprise
SHOP	0CUW ground

HP is very charming or . Although the output is high, the weight is also heavy, which just offsets it.

| Zinc

Price 1500	
Weight 60	
DF 40 132	
HP	
Engine 360 Leonora	
Manufacturing	company name Enterprise
SHOP	OCU camp

Pay attention to the lightness of effort Partsÿfrom top of You can see the drop shape head.

(untitled)

Price 1500	
Weight 80	
DF	42
HP 162	
Engine 300	
Manufacturing company: Jade Metal Co., Ltd.	
SHOP	OCU camp

It 's not just HP. Also improves defense Power parts. too Focus on its lack of tiptoe.

1 Orgel

Debt price 1580	
Weight 76 42	
DF	
HP 150	
Engine 340	
Manufacturer name: Schnetzke Co., Ltd.	
SHOP	fort mornas

null For equal compensation parts Among them, there is quite a flat % soil The weight of the measuring beam is of special shape The output is also quite high°

1|Sakata67 |1

Price 1580	
Weight 70	
DF 42	
HP	132
Engine 360	
Sakizo company name: Sakata	Industry Fort
SHOP	Mornus

Follow the abalone and the body combined together Visual power.

|Rat Mount|

Price 1580	
Weight 82	
DF	42
HP	168
Engine 300	
Manufacturing	Leonora company name Enterblyze
SHOP	fort mornas

Taitung has its shortcomings , but the value of HP It is higher than others ÿ

J1 Zeroa

Compensation price 1640	
Weight 75 44	
DF	
HP 156	
Engine 360	
Manufacturing company name: Jade Metal Co., Ltd.	
SHOP	fort mornas

jade meta

It is FCLF le company product medium

Eaves^ Intermediate grade. Evenly

punch typeÿ

111 Prodione

Compensation price 1640	
Weight 70	
DF 44 120	
HP	
Engine 400 Leonora	
Rizou company name:	enterprise fortmonus
SHOP	

Brisomere-like

Improved type. contribute

Higher, more heavy stars

• light.

111 Brizaia

Price 1640	
Weight 80	
DF 46	
HP 180	
Engine 300	
Manufacturing company name: Fukuoka	Apionics
SHOP	fort mornas

H P

All numbers are different from each other

Reference parts. outside

~ Powerful visuals.

1I Sakata Type 37 modified

價格	1700
Weight 78	
DF 46 168	
HP	
Engine 330	
Sakata company name	Industry Solate
SHOP	

Sakata 6 series

Must: The final version. outside

, the risk is the same, but several

The value has increased.

11 bassoons

Reimbursement 1700	
Weight 80	
DF 46	
HP 174 320	
Engine	
Manufacturing company name ÿÿÿÿÿÿ	
SHOP	Soleito

Set to HP

7. Return Taka, Tameshune

life ke company self australian high

grade parts.

]1Perzea

Compensation price 1780	
Weight 74	
DF	teeth
HP 156	
Engine 420	
manufacturing company name	Leonora enterprise
SHOP	Soleito

, a masterpiece with high output

kettle. But the number of HP

The crab value is shocking

ÿ

1|Brisaia!

Compensation price 1800	
Weight 90	
DF 48	
HP 204	
Engine 320	
Manufacturing company name: Fukuoka	avionics company
SHOP	Soleito

'Seven feels quite heavy

Try it, but HP setting

But very high

~Body made of parts.

11 Sakata 103

價格	1880
Weight 74	
DF 50 192	
HP	
Engine 420	
Manufacturing company name Sakata	Industry career
SHOP	camp

Quite balanced

Degree parts. out

ÿ' is also quite high in terms of strength.

of.

[Peggers.

Price 1880	
Weight 16~	
DF	50
HP 228	
Engine 340	
Manufacturing company name: Fukuoka	avionics company
SHOP	career camp

in the center of the body

There is a lotus in the cockpit of the house , for

Zero that values HP

件。

Sakata 150

Debt grid 1940	
Weight 74	
DF 52	
HP	192
Engine 440	
Manufacturing company name	Sakata industry
SHOP	career camp

Compared with Type 103
The power is more improved,
and the defense power is higher
Partsÿ

Zeria

Compensation 1960	
Weight 78	
DF 52 204	
HP	
Engine 400	
Manufacturing company name	Jade Metal Company
SHOP	career camp

Open with emphasis on HP
High-end issued
Component. Chulilian
Considered ordinary.

1 1 Terran 1

Price 2000	
Weight 80	
DF	50
HP 204	
Engine 440	
Manufacturing company name	Dmitri's residence
SHOP	carrier camp

only graphics
Special appearance, Tamedo
Mitori Public Corporation
Developed parts.

"Sakata 105

Compensation rate 2100	
Weight 78	
DF 52	
HP	216
Engine 400	
Manufacturing company name	Sakata industry
SHOP	lupidis

Sakata's best
Class zero caseÿnumber value
High and poor sense of balance
wrong.

1 bals

Price 2100	
Weight 88 52	
DF	
HP 240	
Engine 380	
Manufacturing company name	challenge pauld company
SHOP	lupidis

8

Has a sense of weight,
very solid zero
pieces. But contribute
Very low.

11 Karok 1

Compensation rate 2200	
Weight 90	
DF	52
HP	228
Engine 400	
Manufacturing company name	Dmitori Public Corporation
SHOP	lupidis

Terran reform
Good type. Appearance one
Same but with bigger HP
Significant improvement.

Eldos

Price 2280	
Weight 80	
DF 54	
HP 228	
Engine 420	
Manufacturing company name	Apionics
SHOP	lupidis

answer numerical equilibrium
The speed is good, but
achieve high-level
Component.

Ke Aliant

Compensation rate 228ÿ,	
Weight 92 54	
DF	
HP 324	
Engine 40	
Manufacturing company name: Fukuoka	Apionics Lupidis
SHOP	

Proud of having the
highest HP among all parts
, and quite strong
of parts.

1 Zenith V

Compensation rate 2400	
Weight 70	
DF	58
HP 240	
Engine 460	
Manufacturing company: Jade Metal Co., Ltd.	
SHOP	lupidis

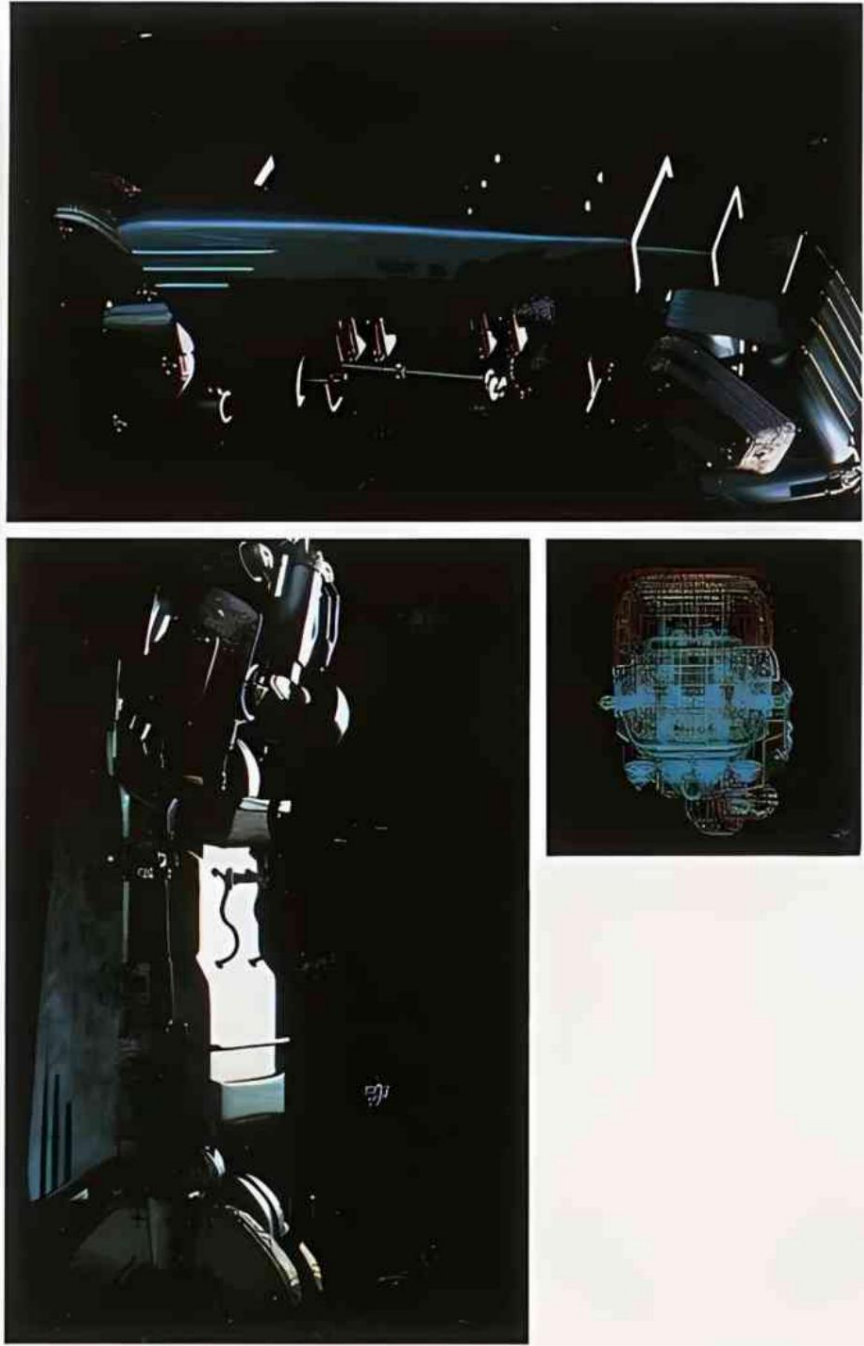
4

All parts have
maximum output, and
quite light weight
Component.

ARM

It is a common part for the left and right parts equipped on the arm. The key points for purchasing are HP and hit value. The arm itself can also be regarded as a weapon, but please note that in this case, the weapon cannot be equipped.

•How to use the list

ÿ Name of the part ÿ
Price , (3)
ÿ Weight ÿ
Defense rating ÿ HP owned by the part ÿ Hit value ÿ Attack power/hit value of the built-in weapon, etc. ÿ Name of the company that manufactures the part ÿ Towns that can be invaded -ÿÿPhotography of parts•AWÿ!sÿ. ÿFeatures of parts

ゼニス 1

Compensation rate 160	
Weight 18	
DF 14 HP 24	
Hit 60	
AT/Hit 9/82	
Manufacturing company name: Jade Metal	
SHOP	Co., Ltd./ , [Linden]

Parts with a large shoulder mounting gap and well-balanced numerical values ÿ

Zola 3 A

Compensation rate 160	
Weight 16	
DF 15 HP 22	
Hit 62	
AT/Hit 8/83	
Manufacturing company: Jade Metal Co., Ltd.	
SHOP	Ha (linden

€

The pill-shaped design has low HP , but it has good defense and hit points.

1pabot 1

Price 160	
Weight 20	
DF 13 HP 25	
Hit 58	
AT/Hit 10/81 Bokuichisha	
Manufacturing company name	
SHOP	Ballinden

1

Although the Toji is quite heavy , its HP is very high. It has a P fist attack powerÿ

1 month, Lubo

Reimbursement 200	
Weight 20	
DF 16 HP 62	25
Hit	
AT/Hit 11/82	
Manufacturing company name: Pazartosou	
SHOP	Two-Yu Milgun

All data rooms
All have even impact
ÿThe installation difference is huge
o

Husky M k m | 1 giga

Reimbursement 200	
Weight 18	
DF 17 HP 24	
Hit 63	
AT/Hit 10/83	
The name of the manufacturing company is ÿÿÿÿ	
SHOP	Two-Yu Milgun

- Hands that are a little short
W hip partsÿ urgent view
Horse prison defense and hit
Price market development.

##

Price 200	
Weight 24	
DF 15 HP 26	
Hit 61	
AT/Hit 12/81	
Manufacturing company name: Fukurotosha	
SHOP	new mill gun

starting from the elbow
The longer the plant branches, the higher the
ÿ4 Strike-like attack power
And pay attention to HP.

vapor

Compensation rate 220	
Weight 23	
DF 16 HP 30	
Hit	70
AT/Hit 4X3/72	
Cracking company name: Fukuoka avionics company	
SHOP	Two-Yu Milgun Menasa'

Arm with built-in gun
PartsÿWeapons
The type can be connected with 4
Shoot the machine gunÿ

Tempest

Price 220	
Weight [2F	
DF 24 HP 24	
Hit 60	
AT/Hit 12/84	
Manufacturing company name: Fukuoka Apionics	
SHOP	new mill gun Menasa

The shoulders are quite large and
Emphasis on defense
Hand camp parts. Life
Medium price lowÿ

Garbo SV

Reimbursement 250	
Weight 26	
DF 22 HP 36	
Hit	64
AT/Hit	14/82
Manufacturing company name: Fukurotosha	
SHOP	Menasa

Developed with a
focus on HP
Ning case, Garupo
Mid-term series.

Jiggle 6 B

Reimbursement 250	
Weight 24	
DF 24 HP 30	
Hit 66	
AT/Hit	12/84
Manufacturing company name: Jade Metal Tsuji	
SHOP	Menasa

Light and strong, life
The medium value is also high, small
Type arm ÿ punch fist seven
Hit value is also high.

Pabot!

Reimbursement 250	
Weight 25	
DF 23 HP 33	
Hit	63
AT/Hit 14/80	
Manufacturing company name	bo-ft
SHOP	Menasa

Parts at the same price
moderately balanced
, but the value of the hit is not
Quite low.

[Husky M k < IV |

Compensation rate 260	
Weight 26	
DF 24 HP 39	
Hit 65	
AT/Hit 15/82	
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	Menasa clay ÿook

HP high and strong
The arm parts° The
attack power of the punch
Also wrap around well.

Garbo MRX

Compensation rate 280	
Weight 28	
DF 24 HP 42	
Hit 68	
AT/Hit 16/82	
The name of the cracking company is ÿÿÿTosha	
SHOP	Reiÿook

Shooting hit value High, balanced type arm partsÿ Big and light

Jiggle 11A

Supply 280	
Weight 24	
DF 26 HP 36	
Hiÿ 70	
AT/Hit M/80	
Rakuzo company name: Jade Metalsou	
SHOP	clay ÿook

seven

H P is quite low> but Defense force hits High value ÿ trial grade Type ÿ

I gain

1ST 280	
Weight 32	
DF 22 HP 48	
Hit 66	
AT/Hit 20/80	
The name of the cracking company is Pakuratosha	
SHOP	clay ÿook

The joint part is a snake Abdominal shape > Pay attention to H Developed by P Partsÿ

club sun

Reimbursement 300	
Weight 3ÿ•	
DF 26 HP 48	
Hit	70
AT/19/82	
Cracking company name	HitBuD -She
SHOP	gray rock

For the same price range The balanced type in The above is accompanied by a shield ÿÿ

crop

Reimbursement 300	
Weight 28	
DF 28 HP 42	
Hit 72	
AT/Hit 18/82	
Cracking company name	Toro company
SHOP	gray ÿook freedom

Accuracy value is critical Parts' hand key Spoon shape is its characteristic o

Genem

Reimbursement 300	
Weight 32	
DF 24 HP 54	
Hit	68
AT/Hit 20/82	
Manufacturer name: Passalto Co., Ltd.	
SHOP	clay ÿook

too

Emphasis on HP. tree middle stage of the moth series Type, same as previous work for miniaturization.

Dos V R • 5

Compensation rate 320	
Weight 31	
DF 28 HP 54	
Hit	70
AT/Hrt 22/82	
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	clay rock freedom

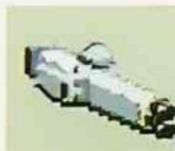
ÿ^ To increase the hit Detailed value, so design to a large extent Arm parts.

Club Sun n

Compensation rate 340	
Weight 30	
DF 30 HP 42	
Hit 70	
AT/Hit 24/80	
Manufacturing company name	predict. Yisha
SHOP	freedom

club sun-like Latest partsÿ It's quite balanced and has high defense.

Byzantine

Compensation 360	
Weight 36	
DF 30 HP 48	
Hit 74	
AT/Hit 4X7/74	
Cracking company name: Structural Engineering Co., Ltd.	
SHOP	freedom

Built-in shutdown machine Arm parts, life The medium value is low, but the HP is low.

stoke

Price 350	
Weight _	
DF 30 HP 72	42
Hit	
AT/Hit 27/82	
Manufacturing company name Furamansha	
SHOP	freedom

Has 2 arms
for the balance of its characteristics
Equilibrium-type zero cases. Attack
The boxing power is quite highÿ

Orcus

Price 350	
Weight 28	
DF 34 HP 36	
Hit 74	
AT/Hit 24/82	
Manufacturing company name Furamansha	
SHOP	frida ÿ

Two arms are short, a few
Almost perpendicular to
the shoulder° Defense and hit
All prices are highÿ

Avnir

Price 350	
Weight 32	
DF 28 HP 48	
Hit 70	
AT/Hit 28/80	
Manufacturing company name Furamansha	
SHOP	freedom

To improve HP
Developed by Zero.
pieces. Overall 4
A little fat.

"Zearaid"

Compensation price 380	
Weight 28	
DF 36 HP	48
Hit *no*	
AT/Hit 27/80	
Manufacturing	Leonora company name Enterblyze
SHOP	Free shipping peseta

Positive quantity is light and valuable
balance, for shape
Simple arm zero
pieceÿ

Frost

Price 380	
Weight 34	
DF 32 HP 60	
Hit	72
AT/Hit 32/80	
Manufacturing company name: Fukuoka	Apionx
SHOP	freedom peseta

H P quite high, quite
arm with partial pressure
It's too heavy
its shortcomings.

Clov

1

Reimbursement 400	
Weight 38	
DF 30 HP 54	
Hit	70
AT/Hit 5X7/80	
Manufacturing company name ÿÿÿÿÿlow	
SHOP	peseta

Hitting the lotus is good
ÿÿ, ÿContains five
3^Yue's machine gun fires continuously

peregrine

Reimbursement 400	
Weight 30	
DF 34 HP 48	
Hit 74	
AT/Hit 29/80	
Manufacturing company name	Bu D First Society
SHOP	peseta

Emphasis on hit value,
And improve the anti-fun
force, quite strong
of parts.

Bonato

Reimbursement 400	
Weight 36	
DF 30 HP 72	
Hit 72	
AT/Hit 32/82	
Manufacturing company name Furamansha	
SHOP	peseta

fist attack
, hit height 5
For those who value HP
Mass production partsÿ

Tsui Carde

Compensation rate 440	
Weight 30	
DF 36 HP 60	
Hit 76	
AT/Hit 30/82	
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	peseta

4

Although the price is
low, it can improve your life
Developed by Zhongwei
Arm parts.

Vasa

Compensation rate 460	
Weight 38	
DF 32 HP 84	
Hit 74	
AT/Hit 33/80	
Manufacturing company name: Freimanso	
SHOP	peseta

quite heavy, but H P is quite high, for Mos V R - 5 improved version.

Stoke M k • IV

Price 480	
Weight 34	
DF 34 HP 72	
Hit 76	
AT/Hit 37/82	
Cracking company name Furamansha	
SHOP	Beltica

numerical balance Not bad, punchy Accuracy value and high o

Volks H

Compensation price 480	
Weight is just	
DF 36 HP 60	
Hit 78	
AT/Hit 36/80	
Manufacturing company name Furamansha	
SHOP	Beltica

Freyman ÿÿÿÿ series mid-term mission The medium value is quite high.

Groppi S P—V

Compensation price 480	
Weight 40	
DF 32 HP 84	
Hit 74	
AT/Hit 41/82	
Manufacturing company name	Bokichisha
SHOP	Beltica

Fist attack High, attaching importance to HP , is a larger Arm partsÿ

mare raid

Reimbursement 500	
Weight 32	
DF 36 HP 72	
Hit 80	
AT/Hit 38/82	
Manufacturing	Leonora company name Enterblyze
SHOP	Beltica

The hit value is quite high, and the defense power is also Improved performance Arm cutoutÿ

Cicada H

Compensation rate 520	
Weight 44	
DF 32 HP 96	
Hit 74	
AT/Hit 44/84	
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	Beltica

< Take high HP as reality Point, for ÿÿÿ'ÿ The highest of company parts Grade product.

S Orcus

Zombie 580	
Weight 36	
DF 38 HP 90	
Hit 76	
AT/Hit 40/82	
Manufacturing company name Furamansha	
SHOP	Pertica

ÿÿÿÿ series latest version. outside The view remains the same, but the HP is greatly improved.

Nova Raid

Compensation price 580	
Weight 34	
DF 40 HP 78	
Hit	82
AT/Hit 40/80	
Manufacturing	Leonora company name Enterblyze
SHOP	Pertica

Direct-looking accuracy value And development, wind in relatively small zero pieces.

indos

Price 640	
Weight 46	
DF 40 HP 108	
Hit 76	
AT/Hit 4X10/90	
Manufacturing company name: Sewton Co., Ltd.	
SHOP	Beltica

Built-in machine gun Ning piecesÿweight although Heavy , But HP and High hit value °

arpeggio

Price 700	
Weight IF	
DF 40 HP 96	
Hit 68	
AT/Hit 50/86	
Manufacturing company name: Sewton Co., Ltd.	
SHOP	OCU camp

The values are quite balanced degree of arm strike Boxing performance is also good o

Sakata 65

Reimbursement 700	
Weight 46	
DF 40 HP 70	84
Hit	
AT/Hit 3X20/74	
Manufacturing company name Sakata	industry
SHOP	OCU camp

poison

Field sword Kane Dusty Yu Development of built-in machine Gun parts.

Wild Goat

價格	700
Weight 50	
DF 40 HP 108	
Hit 68	
AT/Hit 3X20/72	
Manufacturing company name Noonora	ender prize
SHOP	OCU camp

Built-in machine gun arm parts to High HP pride. The disadvantage is that it is too heavy"

Prysomea

Debt 690	
Weight 38	
DF 40 HP 78	
Hit W	
AT/Hit 44/82	
Manufacturing	Leonora company name Enterprise
SHOP	OCU stationed in full

Quite a light hit very high price Arm parts ÿHP is very low.

Zinc

Price 700	
Weight 48	
DF 42 HP	102
Hit 78	
AT/Hit 49/80	
Manufacturing company: Jade Metal Co., Ltd.	
SHOP	OCU camp

in numerical terms The balance is perfect , which is quite sophisticated Partsÿ

Orgel

Reimbursement 750	
Weight 58	
DF 46 HP 108	
Hit	70
AT/Hit 72/80	
Cracking company name: Structural Engineering Co., Ltd.	
SHOP	fort mornas

Ownership numerical average The punch is goodÿ It is its special feature exist.

sakata 67

Reimbursement 750	
Weight 54	
DF 48 HP 96	
Hit 70	
AT/Hit 2X34/74	
Sakata company name	industry
SHOP	fort mornas

every

1 attack power Quite high 'for internal storage machine gun pistol Partsÿ

foot mount

Debt price 750	
Weight 62	
DF 44 HP 72	120
Hit	
AT/Hit 4X17/74	
Manufacturing	Leonora company name Enterprise
SHOP	fort mornas

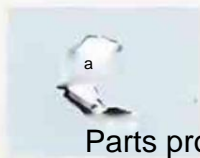
Has a sophisticated HP built-in mechanism Spear-like labor ÿA little heavy.

Zeroa

Price 820	
Weight 50	
DF 48 HP 108	
Hit	80
AT/Hit 62/80	
Beach company name	Jade Metal Company
SHOP	fort mornas

jade meta ÿÿ's: ® Premium Product ÿ HP and life All median prices are high.

prodione

Reimbursement 800	
Weight 48	
DF 50 HP 72	
Hit 84	
AT/Hit 47/84	
Manufacturing company name	Leonora Enterprise Fort Monas
SHOP	

Kangshi Defense and
a
Hit value station development
Parts produced by w
The first is quite weak.

!.Blizaia

Reimbursement 800	
Weight 64	
DF 50 HP	132
Hit 76	
AT/Hit 77/76	
Manufacturing company name: Tiaworu	Apionics
SHOP	fort mornas

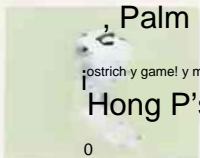
Due to the use of special
ÿ^Alloy'so becomes
Successfully obtained the very
He S Jotaka's H P ÿ

! Sakata type 67 modified

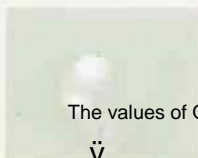
價格	800
Weight 60	
DF 48 HP 108	
Hit 72	
AT/Hit 2X37/74	
Manufacturing company name Sakata	industry
SHOP	ÿÿÿ Factory

Sakata 67 style
Improved version
The attack of the machine gun
ÿÿÿ

|Fagosito

Price 800	
Weight 68	
DF 46 HP 70	132
Hit	
AT/Hit 72/82	
The name of the crack manufacturing company is the name of the manufacturing company	
SHOP	Soleito

, Palm hit value
ostrich y game! y means attaching importance to H
Hong P's linear hand
0
Stomach

11|Perzea

Compensation price 880	
Weight 50	
DF 50 HP 96	
Hit 82	
AT/Hit 56/82	
	Leonora Enterprise Solate
SHOP	

HP is low but
Defense force, hit
The values of Q and L are all very small.
ÿ

|1|Please!

價格	880
Weight 70	
DF 48 HP	144
Hit 78	
AT/Hit 79/80	
Manufacturing company name: Diaple	Apionics
SHOP	Soleito

Brizaia-like
ÿ^ Improved type. H P a
High' punch also protects
2« Maintained a high standard.

|Sakata 103

Reimbursement 900	
Weight 50	
DF 52 HP 82	108
Hit	
AT/Hit 60/82	
Manufacturing company name Sakata	industry career camp
SHOP	

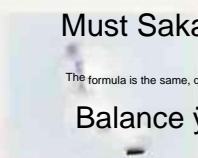
The values are quite balanced
degree'its actions and
Humans are very close
o

|11 Beggars

Reimbursement 900	
Weight 72	
DF 50 HP 156	
Hit 80	
AT/Hit 83/82	
Manufacturing company name: Deka Factory	Ahi'Onix Co., Ltd. career camp
SHOP	

Hui Xin was developed
by the company that promoted H Hong P
There are quite a few parts
Tong weight.

|1 Sakata 150

Compensation price 960	
Weight 50	
DF 52 HP 84	120
Hit	
AT/Hit	62/84
Manufacturing company name	Sakata industry
SHOP	career camp

Must Sakata 103
The formula is the same, quite similar
Balance ÿ Accuracy value
Also quite cool

1 Zelia

Compensation price 980	
Weight 62	
DF 52 HP	132
Hit Yuan	
AT/Hit 77/82	
Manufacturing company name: Jade Metal Co., Ltd.	
SHOP	career camp

jade meta

C. The company is independent, foreign

Very exaggerated parts

ÿBUÿEqual punch typeÿ

1[Terran

Compensation price 1000	
Weight 60	
DF 50 HP	108
Hit	90
AT/Hit 4X50/99	
Sakizo company name: Duke Dmitori	
SHOP	career camp

Built-in machine gun

Edit: Arm parts. Life

The medium value is almost extreme

ÿ-limitÿ

11|Sakata 105

Price 1100	
Weight 62	
DF 52 HP	144
Hit 84	
AT/Hit 83/82	
Manufacturing company name: Sakata	industry
SHOP	lupidis

, ÿ Sakatainda

Wealth Storyi is the best

Climbing pieces of Pang Yun Peak. Heavy

•Depending on the average impulse.

[pulse !

Debt amount 1100	
Weight 74	
DF 50 HP	180
Hit - 82	
AT/Hit 88/84	
Manufacturing company name challenge	bold company
SHOP	lupidis

Proud of high HP

heavy parts.

Blackÿ Accuracy value cannot be achieved

wrong.

1 karoku

價格	1180
Weight 68	
DF 52 HP	168
Hit 84	
AT/Hit 4X23/82	
Cracking company name	ÿÿÿÿÿKouchika
SHOP	Rubidis

Built-in machine gun

9

The most expensive part

And the best performance

ÿ3

ÿ

[1 Erdos

1

Price 1200	
Weight 64	
DF 54 HP	156
Hit 84	
AT/Hit 84/82	
manufacturing company name: ÿÿÿÿÿ	apionics death
SHOP	lupidis

High standards and maintained

Rainbow balanced parts

Rui^. Punch power selection

Not bad.

|Valiant

Reimbursement 1200	
Weight 78	
DF 52 HP	192
Hit 82	
AT/Hit 90/88	
Manufacturer name: Diaf'le	Apionics Tsuji
SHOP	Lupidis

Pay attention to HP, also

I want to improve my boxing, etc.

Developed by Pk level

Parts from SEX.

(11 Zenith

	1300
Weight 60	
DF 56 HP	180
Hit 86	
AT/Hit 88/86	
Manufacturing company name: Jade Metal Company	
SHOP	lupidis

… very light weight

Had the best hits

ÿvalue. to be balanced

parts of w .

!1 Dassler Claw [

Price 1600	
Weight 76	
DF 56 HP 216	
Hit 86	
AT/Hit 88/86	
Manufacturing company name: Jade Metal Company name	
SHOP	lupidis

Thing^

The best super

0 performance arms

You can install it only if you have the right wrist

備 o

Machine Translated by Google

LEGS

It is a part that is installed on the body, just at the waist area. The mainstream is 2-leg type parts , including crawler type and air cushion type. In addition, foot parts with engines have also been developedÿ

ÿHow to use the list

ÿ Part name ÿ
Price ÿ
Weight ÿ
Defense ÿ HP
owned by the part ÿ Mobility
ÿ Name of the
company that manufactures the part
ÿ Town where it can be
purchased ÿ Photo of
the part ÿ ÿ Specification of the part

1 zenith

Compensation rate 260	
Weight 20	
AT 13	
Hit 26	
Range	12
Manufacturer name: Jade Metal Co., Ltd.:	
SHOP	Ballinden

2 feet. The most silky foot parts made by Ecuador Co., Ltd.

Zola 3 A

價格	260
Weight 18 14	
AT	
Hit 24	
Range	14
Manufacturing company: Jade Metal Co., Ltd.	
SHOP	Ballinden

2 feet. Lightweight structure, foot parts with gentle curvesÿ

LECTURE!

ÿÿ/1:•Also lecture

It's the part of the foot that's most important for mobility.

ÿ

Just come and buy it, so just pay attention to this

ÿ

The most important value to pay attention to when purchasing leg parts is mobility (for detailed instructions on purchasing, please refer to P.98). If you can move within a wider scope, the scope of your strategy will also become wider. However, no matter how high the mobility is, if it does not match the terrain on the battlefield, it will be completely useless. In order to avoid this situation from happening, it is best for everyone to confirm the battlefield terrain before choosing equipment (refer to 180 for consumption of movement power) ÿ

|Pabot

In 260	
Weight 22	
AT 12	
Hit 27 12	
Range	
fortune teller Manufacturing company name	ロー
SHOP	Ballinden

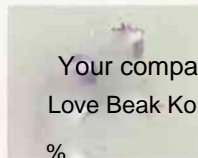
2 feet. The fence is very sturdy and has the highest defense in the same price range.

D' rubo

Price 280	
Weight 22	
AT 15	
Hit	32
Range	14
The name of the cracking company is Pakrutosha	
SHOP	Two-Yu Milgun

2-legged column structure
Made with small legs
Foot partsÿ
Defense is quite lowÿ

I Husky M k •m I

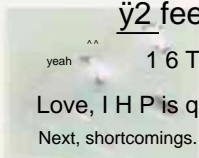
Compensation rate 280	
Weight 20	
AT 16	
Hit	30
Range	14
Manufacturing company name	
SHOP	new mill gun

2 feet.ÿÿÿÿ
Your company's own company
Love Beak Koro Series No. 1
% 3rd period worksÿ

Giza

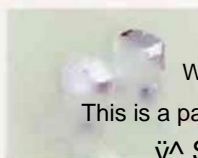
Price 280	
Weight 24	
AT 14	
Hit	34
Range	12
Manufacturing company name: Fukurotosha	
SHOP	Two-Yu Milgun

2 feet. picturesque
k Jÿfoot partsÿ H p is very
high. But move
Poor motivationÿ

Vapor

價格	300
Weight 20	
AT 18	
Hit 28	
Range 16	
Manufacturing company name: Fukuoka	Apionics
SHOP	Two-Yu Milgun Menasa

ÿ2 feet. Mobility
yeah 1 6 The most charmingÿ
Love, I H P is quite low
Next, shortcomings.

Tempest

Top grid 300	
Weight 30	
AT	20
Hit 36	
Range	12
Beach company name	Diable avionics company
SHOP	Two-Yu Milgun Menasa

2 feet. Defense
Wamo, HP high feet
This is a partial part. design
ÿ^ Simple.

I Galbo SV

Debt 320	
Weight 26	
AT 20	
Hit 36	
Range	14
Manufacturing company name: Fukurotosha	
SHOP	Menasa

ÿ, 2 shoes. garbo
of improved type. because
Tang Yao uses new materials to make
ÿLightweight success.

Jiggle 6 B

Compensation rate 320	
Weight 24	
AT 22	
Hit 30	
Range 16	
Manufacturing company: Jade Metal Co., Ltd.	
SHOP	Menasa

2 feet. The
successor to the Kura 3 A.
Defense and HP
are greatly improvedÿ

Gallor

Price 320	
Weight 30	
AT 18	
Hit	42~
Range	14/10
Manufacturing company name	ÿÿÿÿ
SHOP	Menasa

track. The cheapest
crawler type parts
. Optional
ÿÿ

另一個戰場……。

of move goods by a Come

1|Husky M k • IV

Compensation rate 340	
Weight 26 20	
AT	
Hit 39 16	
Range	
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	Menasa gray rock

2 feet. husky
& A Series Latest Works
Tang Dong. All performance
Promoted.

11|Garbo MRX

Compensation price 380	
Weight 34	
AT 24 42	
Hit	
Range	16
Manufacturing company name: Fukurotosha	
SHOP	gray rock

2 feet. garbo
The final game in the series
James
ÿAll values
^ suck
All improvedÿ

1|Jiggle 11A

1

Lige 380	
Weight 30	
AT 28	
Hit 36	
Range 16	
Manufacturer name: Jade Metal Low	
SHOP	gray ÿook

$ 2 foot. both light and
£ W defense is high. by
The feet of Shi Wutuowu were modeled
Made by type.

11 gain

Debt 380	
Weight 38 20	
AT	
Hit 48	
Range	14
Rakuzo company name Bazarutoso	
SHOP	Gray. book

2 feet. Mobility
•Although the intelligence is
low, the HP is almost 0
inch
Kiza.

1111 Club Sun

Price 400	
Weight 38	
AT 28	
Hit 48 16	
RangeBu	
ÿÿÿ Manufacturing company name	
SHOP	Gray Tsuku

2 feet. Countless
ÿÿjun. Very well dressed
It is the most obvious
F characteristics.

1! Grop

|1

Reimbursement 400	
Weight 34	
AT 32	
Hit 42	
Range 18	
Manufacturing company name	Bokichisha
SHOP	Gray D Tsuku breeder

Crazy 2 feet. for the same price
Move within the % position part
From the foot with the highest strength
ÿPartsÿ

1|Genem

Reimbursement 400	
Weight 42	
AT 24	
Hit	54
Range	16
Manufacturing company name: Fukurotosha	
SHOP	gray rock

- 2 feet. look outside and
jl ,9 gain homology,
Ma ^ But all numbers are
Mahmoru•"Promote J.
7 •

11|Moss VR • 5

Price 420	
Weight 40 32	
AT	
Hit 60	
Range	16
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	Clay D Tsuku freedom

2 feet.ÿÿÿÿ
» After Husky
Developed by Ryuu
& HP plagiarism.

1|Club Sun n

1

compensation,	440
Weight 32	
AT	28
Hit	60
Range	14/15
Manufacturing company name	ÿTue
SHOP	freedom

tire. suitable for
Shÿkuni paved terrain
Sepulsion . Action, carrying

L bizant ___________ l 1 stoke [is lux______________]

Price 440	
Weight 34	
AT 30 54	
Hit	
Range 16/10	
Manufacturing company name ÿÿÿÿÿÿ	
SHOP	freedom

track. With citation
Qing, for ÿÿÿÿ
The company's first performance
Belt type.

Reimbursement 450	
Weight 32	
AT 32	
Hit 60 16	
Range	
Manufacturing company name ÿÿÿÿÿÿ	
SHOP	freedom

2 feet. tall and thin
The foot shape is very popular
High ability to meet ÿ 5
And light weight.

Price 450	
Weight 38	
AT 34	
Hit	54
Range	18
Crane: Cracking company name ÿÿÿÿÿsha	
SHOP	freedom

. 2 feet.ÿÿÿ
The prototype of the Lips series
·Component. Defense
and high mobility.

ル
1 Abney__11 Zeraid 1 1 Lerost______________ J

Reimbursement 450	
Weight 40	
AT 30 66	
Hit	
Range 14	
Manufacturing company name Furumansha	
SHOP	freedom

2 feet. H P high
for its charm
. very strong
design.

Price 4B0	
Weight 36	
AT 40	
Hit 60 18	
Range	
Manufacturing company name	Leonora enterprise free birth
SHOP	peseta

2 feet. Each value
All are high and stable.
Made from long-established parts store
developed.

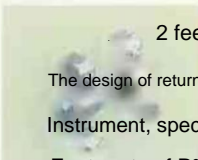
Reimbursement 500	
Weight 45	
AT 36 72	
Hit	
Range	14
Diaf'l company name	Apionics
SHOP	freedom peseta

2
2 feet. Mobility
Very bad, but it
An WHP is very
Origin°

1 crof 1 peregrine [1 Bonato______________ 1

Compensation rate 520	
Weight 44	
AT 38	
Hit 72 16/15	
Range	
Manufacturing company name ÿÿÿÿÿÿ	
SHOP	peseta

track. Improved
After ÿÿÿ, the
engine-equipped foot
parts°

Compensation rate 540	
Weight 40	
AT 40	
Hit 60	
Range	18
manufacturing company name	vol. 1 company
SHOP	Betheta

2 feet. Gynecomastia
The design of return degree points is as follows:
Instrument, special balanced type
Foot parts of P°

Compensation rate 540	
Weight 46	
AT	vinegar
Hit 84	
Range 16	
Manufacturing company name Furamansha	
SHOP	peseta

. 2 feet. Give people tenderness
The impression of climbing softly? become
Raise HP slightly
rose.

1 twi card

Compensation price 580	
Weight 42	
AT 42	
Hit 66	
Range	18
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	peseta

2 feet defense
> Very good with mobility
& Electricity is high. Have tenacity
Akatsuki's appearance.

11 vasa

Debt 580	
Weight 48	
AT 40 96 16ÿÿÿÿÿlow	
Hit	
Range	
company name	manufacturing
SHOP	peseta

2 feet. Frey
r
rman company withdrawal reason
vC is proud and pays attention to hp
Developed by Li.

11 | Stoke M k • IV |1

Reimbursement 600	
Weight 46	
AT 32	
Hit 90	
Range 16	
Manufacturing company name	Freyman
SHOP	Pertica

ÿ2 feet. in the same debt
[\Guo bit parts ' is
Add more balanced notes
Silicon partsÿ

1! Orcus n

Price 600	
Weight 44	
AT 34	
Hit 78 18	
Range	
Cracking company name Furamansha cracking company name	
SHOP	Beltica

2 feet.ÿÿÿ
Koro Su series mid-term type
Guanzhi. The armor gets bigger but
•Mobility remains unchanged.

|11|Glop S P — V | 1 mare raid

Price 600	
Weight 50	
AT 30 102	
Hit	
Range 16 Bu	
ÿÿÿ	
SHOP	Beltica

2 feet. Substantial changes
Roninryo Grotsub'Sakura
Misaki Envoy's HP value
ÿto 3 digits.

1 1

Price 640	
Weight 42	
AT is	
HHiT	90
Range	18
Rakuzo	Leonora company name Enterprise
SHOP	Pertica

2 feet. because
6i improves mobility
Church, start lightweighting and
• and succeeded

1 Cicada H

Price 660	
Weight 60	
AT 34	
Hit 114	
Range	16
Manufacturing company name: Sino-Isha Co., Ltd.	
SHOP	Pertica

2 feet.ÿÿÿ
Da series middle type
ÿ,. Although it's heavy
howl
H P value is high.

|11S Orcus

Compensation rate 680	
Weight 46	
AT 36	
Hit 96	
Range	18
Manufacturing company name Furumansha Manufacturing company name	
SHOP	Pertica

2 feet.ÿÿÿ
The latest in the series
Device V is made. removal of moving force
w, everything outside is improved.

|1 Nova Raid |1

Reimbursement 700	
Weight 42	
AT 36	
Hit	96
Range	18
	Leonora ender prize
SHOP	Pertica

2 feet. With S Cai
lux value
df% is the same; but price
Yun money is more expensiveÿ

11 indos

Compensation rate 740	
Weight 50	
AT 36 120 18/20	
Hit	
Range	
Manufacturing company name ÿÿÿÿÿÿ	
SHOP	Beltica

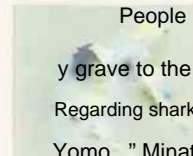
Track ÿ is equipped with
Slave^-Engine, HP pull
The foot of the herd
ÿ

[1 Arpeggio

Reimbursement 800	
Weight 58	
AT 38 120 18	
Hit	
Range	
Manufacturing company name ÿÿÿÿÿÿ	
SHOP	OCU camp

Air cushion can be the most
Pass!?^ Buy at a cheap price
"Xian^ren", very strong on the water
of parts.

1|Sakata65

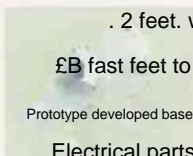
Debt price 800	
Weight 54	
AT 39	
Hit	114
Range 18	
Manufacturing company name ÿÿÿ	industry
SHOP	OCU camp

People have 2 feet. knee glance
y grave to the front zero
Regarding sharks. average numerical value
Yomo..." Minataka.

1|Prisomea

11 Wild Goat

Price 820	
Weight 64	
AT 36 138 16/55	
Hit	
Range	
Rakuzo company name Enterblyze	Leonora
SHOP	OCU camp

track. Homogenous
The characteristics of the column are relatively
Pay attention to the zero
pieces.

Compensation price 840	
Weight 44	
AT 38	
Hit 108	
Range 18 Leonora	
Rakuzo company name Enterprise	
SHOP	OCU camp

. 2 feet. with lightness and
£B fast feet to aim for
Prototype developed based on research
Electrical partsÿ

111 zinc

1 I

Compensation rate 860	
Weight 50	
AT 38	
Hit 144	
Range	14
Manufacturing company name: Jade Metal	
SHOP	OCU camp

Gold 2 feet. like boots
Kakuhoriko shoes are designed for
The case is unique. Pay attention to
"HPÿ

1 Orgel

Compensation price 880	
Weight 60 42	
AT	
Hit 120	
Range 16	
Beach company name	Juneke ÿ Manufacturer name: Sakata
SHOP	fort mornas

air cushion defense
Yoshinari Kishu
Black ^seÿÿÿÿÿÿ air cushion
The 2nd bomb.

|1 Sakata 67

In 880	
Weight 54 44	
AT	
Hit 114	
Range 16	
	Industry Fort Mornus
SHOP	

2 books . Sakata
4 elephant 6 mid-term series
mash type. Weight remains unchanged
Talented," but the ability is improved.

|11 Rat Mount |I

價格	880
Weight 70	
AT' 40	
Hit 156	
Range	12/30
Leonora Manufacturing	company name Enterprise
SHOP	fort mornas

• Track record. moving force
•Long is low but has 10,000 HP
Bei ÿz, the branch is equipped with Yin
hit.

|Sakata 150

Compensation rate 1220	
Weight 62	
AT 52	
Hit	156
Range 18	
Manufacturing company name Fÿÿ	industry
SHOP	career camp

2 feet, thin body and Light parts move Power and HP Number All values are high ÿ

Zelia

Compensation price 1240	
Weight 70	
AT 52	
Hit 180	
Range 18	
Manufacturing company: Jade Metal Nobu	
SHOP	carrier camp

2 feet. Jay - Manufactured by Dometal Huihong's ultra-high performance zero pieceÿ

"Terran

價格	1600
Weight 90	
AT	R5ÿ-
Hit	H8ÿ-
Range 20	
Manufacturing company name	Dmitori Public Corporation
SHOP	career camp

2 feet. Mobility Pretty good. That The appearance design is also very good Quite unique.

|Sakata 105 type modified

Reimbursement 1300	
Weight 70	
AT	52
Hit	H92~
Range	18
Sakata company name	industry
SHOP	lupidis

2 feet. Type 103 Improved version of quotient, kaku. Protection ••: There is a high numerical value and it is not Very light.

|Bals

Reimbursement 1300	
Weight 94	
AT 50	
Hit 228	
Range	16
Manufacturing company name challenge	bold company
SHOP	lupidis

2 feet. With high H Hatata P's leg parts Tagÿ Heavy-duty design Improve reliability.

Karoku

Price 1400	
Weight 98	
AT	52
Hit	216
Range *IT*	
Cracking company name	Dmitri Konobu
SHOP	Rubidis

2 feet. in feet Among all the cows, the most of weight. Pay attention to Equal impact.

Erdos

Price 1500	
Weight 72	
AT	54
Hit 204	
Range	18
Manufacturing company name: Fukuoka	avionics company
SHOP	lupidis

2 feet. Design proposal Upgrade defense and move Motivation of Hikaru Improved type ÿ

waliant

價格	1500
Weight 96	
AT 52	
Hit	240
Range	16
Manufacturing company name: Fukuoka	avionics company
SHOP	lupidis

2 feet. At a glance It can be seen that it is quite Sturdy. with the highest HR is proud.

I Zenith V

Compensation rate 2000	
Weight 70	
AT 56	
Hit 228	
Range	20
Manufacturing company: Jade Metal Co., Ltd.	
SHOP	lupidis

2 feet. Most suspected High mobility 5 full All values are very good of parts.

COMPUTER

Combined with the body parts of the magical mecha

PartsÿHowever, even after equipping it, you will not be able to see it for 5 seconds.

It changes with the computer into combat, close range, and long range.

There are 4 types including attack ability value and avoidance value. Pen grip parts

Features include better parts for equipmentÿ

•Tabular usage

Below we make it for everyone

It is easier to compare each

I hope you will understand the table of numerical values.

Compare the horizontal lines and horizontal lines > —

and make your choice.

price	Price sold in stores
Fight	has a gate attack ability that focuses on fist attacks.
Short's	short-range attack ability focuses on attacking with weapons equipped on his wrists.
Long _The	main range attack capability is based on the attack of the weapon equipped on the shoulder.
Agility	is the ability to avoid enemy attacks.

	Price	Fight	Short	Long	Agility	
Aes	160	ÿ	30	2	ÿ	Sakata Industry
Zera	160	8	8	8	8	jade metal
goth	160	14	7	9	2	diable avionics
Licorne	180	10	10	10	10	fire valley
Rayon	180	2	30	8	ÿ	Freyman _
Pura	180	14	8	10	8	hoperise
Meteor	200	6	36	16	16	challenge bold
zehifi	200	ÿ	10	8	16	Schnetzke
Cardia	200	22	10	10	22	Dmitori Public Corporation
Karol	240	20	20	20	20	Sakata Industry
Clie	300	28	28	28	28	Iguchi
Eskaton	360	34	34	34	34	jade metal
Gigas	360	30	38	38	30	diair avionics
axioma	360	38	30	30	38	fire valley
argento	400	38	40	42	40	Vantasha
Ruido	400	44	38	38	40	Freyman
Spira	440	46	46	46	46	Hoperise
Althea	440	50	42	42	50	challenge bold
telos	440	42	50	50	42	Schnetzke
lipis	500	54	46	46	54	Dmitori Public Corporation
Cuo	500	46	54	54	46	Iguchi

LECTURE!

ÿÿ's Niuhuan Lecture

When replacing computer equipment.

Every recommended driver has his or her own unique qualities.

Therefore, when equipped with a computer, the ability to attack will be improved.

It is the most basic approach to install computer equipment on this flute driver.

(Please refer to P.165 for attack types) ÿ

Features of parts	Towns available for purchase
The short-range ability is greatly improved. The long-range ability is also improved to some extent.	Palinden
Possess average abilities. This is the initial model of Sakuline	Ballinden
Developed with the goal of improving the grid gate ability. The avoidance ability cannot be improved very much.	Ballinden
He has average abilities. If he has equipment, it is a valuable exchangeable part.	new mill gun
Although it is only for close range, other abilities can also be improved somewhat.	new mill gun
He has average abilities. Among them, the number of gates and distances is higher than other abilities.	new milk gun menasa
Suitable for close range attackers, but can also improve other abilities	Menasa
Close-range parts are also useful for improving evasion ability.	Menasa
Place the focus on the grid or avoid the parts to improve the near/long range ability.	Menasa
Possessing average abilities, suitable for soldiers who can do all-round warfare	gray rock
It has average abilities. Although it is more expensive than Kararu, its numerical value is also higher.	gray rock
It is the only computer with average power among parts in its price range.	freedom
Each numerical value can be increased by more than 30, but the focus is on far/close distance.	frida ÿ
Completely opposite to ÿÿÿÿfocusing on fighting and avoidance	frida ÿ
Ability is quite average. The gate ability is poor, but the long-distance ability is strong.	freedom
Quite average, all values can be increased, but more emphasis is placed on fighting ability	freedom
It is the only computer with average capabilities that can be purchased at ÿÿÿ	peseta
A computer suitable for combat attackers. It can be improved at both near and far distances.	peseta
Completely opposite to Arata. Close and long-distance abilities can also be improved.	peseta
This is a special work of Domitor Corporation, a computer that pays attention to the avoidance of Yori gates.	peseta
Completely opposite to Ripsuÿemphasis on close equipment and long distance	peseta

1 part	PriceFight Ishort Long Agility				manufacturer
parion	560 38		60	84	42 Jade Metal Company
Sphunks 560 72			40	46	66 Diable Avionics Company
Virgo	600	54	70	60	56 Fire Valley Company
Saphir	650 60		72	68	64 Vantam Co.
Eclair	680 70		66	66	70 Freyman
costa	680 64 70			72	66 Hoperise Company
viga	720 72		68	68	72 Challenge Bold Company
Air Volk	720 68		72	72	68 Schnecke
Hapsis	740 72		72	72	72 Dmitori Public Corporation
Fraction 740 76			74	70	68 Iguchisha
Ordina	740 70		74	74	70 Jade Metal Co.
Verceaux	780 72 78			76	70 Diable Avionics Company
Glance	800	99 53		99	53 Fire Valley Company
Potentia	800	53	99	53	99 Hoperise Company
Mezzo	850	96	72	72	72 Challenge Bold Company
Koikos	850 72		96	72	72 Schnecke
El Wacht	850 72		72	96	72 Iguchisha
Alga	850 72		72 72		96 Fire Valley Company
Proximo	900 80 80			80	80 Challenge Bold Company
Ganze	960 82		82	82	82 Schnecke
Kainon	960 84		80	80	84 Iguchisha
Tana	960 80		84	84	80 Diable Avionics Company
Virence	1000 98		82	82	82 Schnecke
Oist	1000 82		98	82	82 Diable Avionics Company
Dry fan 1000 82 82				98	82 Schnecke
Herseeen 1000 82			82	82	98 Schnecke
Evolucion 1100 98			82	82	98 Schnett, Kesha
Fata	1100 81		99	99	81 Diable Avionics Company

Special parts for long-range attackers. Also helpful for close combat	Beltica
Combat attackers can also greatly improve their evasion ability.	Beltica
It is very helpful for soldiers attacking at close range. It can also improve long-range attacks.	Beltica
It tends to improve close-range abilities, but it can also improve overall abilities.	Beltica
Focus on combat and avoidance ÿ/Long range can also be slightly improved	OCU camp
	OCU camp
	OCU camp
ÿÿÿÿThe complete oppositeÿcan improve the short-range and long-range abilities	OCU camp
It is the only part with average capabilities in the same price range and is an all-rounder.	fort mornas
	fort mornas
Close and long-range abilities are improved more than combat and avoidance.	fort mornas
The most important thing is short-range ability. Long-range ability can also be greatly improved.	fort mornas
A heterochromatic computer that can enhance combat and long-distance capabilities to the limit	fort mornas
The ultimate close-range parts that the computer specialist company is proud of.	fort mornas
Focusing on combat ability and developing other abilities will increase the average by 72	Soleito
The close-range version of Mizu. New products from Seton Co., Ltd.	Soleito
It can only greatly improve long-distance capabilities. Other numbers will increase on average	Soleito
	Soleito
Possess average abilities. The most expensive computer from ÿÿÿÿ	Soleito
With average ability, it is the highest peak of computers. Works that Sewton Club is proud of	career camp
The average ability can be improved, and the combat and evasion values can also be slightly increased.	career camp
Kakuno is the complete opposite. Pay attention to close and far distances	career camp
Can greatly improve fighting ability. Other values can also be improved evenly.	lupidis
	lupidis
Special parts for long-distance attackers. The rising value can almost reach the limit	lupidis
	lupidis
	lupidis
The most advanced computer that can maximize short and long range capabilities	lupidis

[Reference material - "Magic Mecha Catalog 2090 J]"

ITEM

Treasure types include repair and auxiliary attacks, etc. 2

And you can throw it away after use, quite

Later, if necessary

2 ÿ 1

object, and the other is for

, all only when the task is in progress

time, either before moving

, or after moving, you can

can no longer be used, so you must

! All real objects are shared 9

I hope you can grasp it

, about attacking auxiliary treasures

matters, we have detailed information on P. 1 1 I

Referenceÿ

ÿTreasure ListÿITEM

Item	Description	價格	SHOP
リペアーS	各零件的損害只能修復到50。	50	バ ニ メ グ フリ ベ / ベ O フォ ソ キ ル
リペアーM	各零件的損害可修復到100。	100	バ ニ メ グ フリ ベ / ベ O フォ ソ キ ル
リペアーL	各零件的損害可修復到200。	200	バ ニ メ グ フリ ベ / ベ O フォ ソ キ ル
リペアSP	修復寶物的最高峰。可修復到400。	400	バ ニ メ グ フリ ベ / ベ O フォ ソ キ ル
地雷	設置以後，機體一踩到即會爆炸。	120	バ ニ メ グ フリ ベ / ベ O フォ ソ キ ル
フラッシュ	可以使敵人在幾回合內無法攻擊。	160	バ ニ メ グ フリ ベ / ベ O フォ ソ キ ル
チャフ	使敵人所發動的遠距離攻擊難中。	200	バ ニ メ グ フリ ベ / ベ O フォ ソ キ ル
スモーク	放出煙霧，使敵人不易攻擊。	200	バ ニ メ グ フリ ベ / ベ O フォ ソ キ ル
アシッド	使敵之機體酸化，降低其防禦力。	200	バ ニ メ グ フリ ベ / ベ O フォ ソ キ ル

•Town abbreviation

Vani Balinden Furini Freedom Foni Fort Monus

Nuuni Numilgun Peni Peseta Soni Soleito

Meni Menasa Beni Berchi Kakini Career Camp

Guni Gray Rock O=ocu Tun Garrison Luni Rubidis

Machine Translated by Google

•There are also weapon parts that cannot be bought in stores

[Reference material 1 "Magic Mecha Parts Catalog 2090"]

, not even in stores

Buy it, which is also called "

Goods for sale".

ÿ

Huffman

No, these objects are provided by external

brought in by the mercenaries who came, and kept

ÿ

Home introductionÿ

NOT FOR SALE

How to get items that are not for sale,

You can get it after defeating the enemy, so be sure to actively pick it up.

WEAPONS

WeaponWeight _		AT	DF Hit		Range	manufacturer
raptor	8	4×3	One 62		1	Diable Avionics
	Although it can shoot 4 times in a row, its attack power is not very high. It is the initial machine gun equipped for Rokuder and Kurusu.					
Iguchi type 5	8	12 to 75			1	Iguchisha
	Hit value refund, Tamemory's initial equipment walking spear					
piz 3	12 1X10	——		68	3—4	vince company
	Can attack 3 times. Equip the missile launcher for the initial stage of Rudo and Kurusu.					
tweige	10	99	—	99	1	Schnetzke company
	The Supreme Rifle, known as the mysterious ultimate weapon, can be picked up during missions.					

PARTS (LEGS)

WeaponWeight DF HP Move				manufacturer
Tendus	18	10 24		12 Schnecke
	The initial equipmentÿÿÿÿ is a supply, and its full value is also low.			
Sakuta 90X type 40		33	100	16 Sakata Industry
	ÿÿÿÿ's initial equipment is characterized by being light and having high HP.			
Gust	12	9	18	16 Diable Avionics Company
	The enemy's equipment is not only a mass product, but it is also famous for its high mobility.			
Calm	13	9	21	12Diable Avionics Company
	Enemy equipment ° HP is higher than that of Suto, but mobility is poorer			
Sakata type 90	58	39 114		16 Sakata Industry
	The enemy's equipment is better than Type 90 X in every numerical value, but its weight is also inferior.			
Terran H	90	58 200		16 Dmitori Company
	The latest work in the ÿÿÿÿ series can be picked up during orbital missions			

Machine Translated by Google

PARTS (ARM)

1 part	Weight DF HP Hit				AT/Hit	manufacturer
Tendus	18	12 22		57	8/80	Schnecke
	Lloyd-like initial equipment ÿ Attack fist-like attack power low					
Sakata 90X type 50		32	88	70	40/80	Sakata Industry
	ÿÿÿÿ's initial equipmentÿ ARM itself has a high hit value					
Gust	9	8	16	65	3X4/70 Diable Avionics	
	Respectful equipmentÿThis part itself can be used as a close-range weapon					
car	8	9	19	45	7/80	Diable Avionics
	Enemy equipment ÿ Numerical comparison tendus difference					
Sakata type 90	48	40 120		30	76/80	Sakata Industry
	Enemy equipmentÿ HP is very high, but its shortcoming is low hit value					
force roku n	70	49 200		90	8X10/75	Dmitori Public Corporation
	The latest work in the Riko series can be picked up during missions					

PARTS (BODY)

Parts Weight	DF HP Engine Manufacturing Company			
Tendus	20	10 27		110 Schnetzke Company
	Provide body parts for superior soldiers. It is the initial equipment for Rokodo.			
Sakuta 90X type 50		34 140 200 Sakata Industry		
	A trial development work by Tamesaka Industry. Tameihin's initial equipment			
Gust	24	7	21	150 Diable Avionics Company
	It is a mass product after the practical use of magical mecha. It is a sensitive equipment.			
car	12	8	24	55 Diable Avionics Company
	Supply lower-level soldiers with standard equipment parts for the enemy.			
Sakata type 90	70	42 168 300 Sakata Industry		
	After the success of 90X, the works are even more strengthened. Enemy equipment			

[Yan]

It is indeed very important to carefully confirm the information and equip it on the magical mecha. If you equip weapons with a casual attitude 5 and want to win in a difficult battle gate It is simply impossible. If you can really grasp all the situations, the type of Su driver will be and the characteristics of each part, then you should be able to choose the best magical mecha suitable for various situations.

ÿRewards should be used in this kind of place, it would be a shame to use them casually!

Machine Translated by Google

After the battle, humans will also start

ÿ

, stronger ÿ ÿ

… …

ÿ

accumulation state, and will initially use out

ÿ

Special abilities are called combat skills (S ki l

l) ; With the different attack types

, the types that can be learned are also different.

ÿ here we

ÿ In addition, more details about

For the acquisition method, please refer to P. 1

12ÿ

SKILL

Combat skills exist in three attack types, all

There are 7 categories in total. These combat skills are not necessarily practiced during training.

Once you get it, you can ride it

used on, they are

in a random manner

from. but,

If used, then

It will have a great effectÿ

FIGHT Stan

kill the opponent

The magical machine that defeats the enemy

A within a certain period of time has no

Dharma action, showing anger

Absolute state.

FIGHT double

Hit twice

When both hands are equipped

Combat weapons (including assault weapons)

punch), you can

Secondary attack.

FIGHT first

launch preemptive attack

When the enemy uses close

distance attack, and our side

When using a fighting attack, you can

A pre-emptive attack.

SHORT duel

Choose a bald spot

indicating the enemy

Parts, once selected

Once determined, you can go to the department

Progressive attack.

SHORT switch

Attack with other weapons

When both hands are equipped

When using weapons, there is no

The weapon of choice quickly adds hair

Attack.

SHORT speed

Increase the number of attacks

When the equipment has a mechanism

Increased when using weapons such as spears.

Increase the number of bullets fired and use

More powerful attack.

LONG guide

snipe a certain part

Ate duel tool

Same effect, can be used far away

Use distance attack to deal with the enemy

people.

Although there are 7 types of fighters , not all of them can be learned, because these combat skills are useful and useless for pilots. If the pilot is useful, he can learn more combat skills; otherwise, for pilots, there are many combat skills that can be learned. Of course, for a pilot without a pilot, there are very few combat skills that can be learned. In addition, characters can all have their own types. In other words, what kind of attacks does the pilot be better at using? This is the so-called type of warrior. The combat skills that are easy to learn will be determined according to the type of warrior to which the pilot belongs. If you use the combat method suitable for the bear pilot to fight, you can learn more efficient combat skills. By the way, in the table, you can see that there are some "Hong" marks attached to the names of combat skills. This means that the fighter has been able to use the combat skills before he became a member of Kirino. And these are also counted in mathematics.

■一覧表的使用法

ÿ The name of the character ÿ The total number of combat skills that the character can learn ÿ When becoming a partner, the initial experience value of each type ÿ The type of attack of the character's leader ÿ The type of combat skills . Fighting (FIGHT), close range (SHORT)ÿ Long range (LONG) ÿThe name of the combat skill that may be acquired

Take a short break. In the cockpit of the magical mecha, soldiers are fighting tons...ÿ

Lloyd	number
	5

Fight	Short	Long	Agility	Type
ÿ	ÿ	ÿ	ÿ	ALL

	kind of fighting	near distance	
war Technique	Stan 1	Duel 1	guide 1
	double 1	switch 1	
	first 1	speed 1	

Sakata	number
	5

Fight	Short	Long	Agility	Type
ÿ	ÿ	ÿ	ÿ	ALL

	kind of fighting	near distance	
war Technique	Stan 1	Duel 1	guide 1
	double 1	switch 1	
	first 1	speed 1	

Natalie	数
	5

Fight	Short Long Agility Type		
ÿ	ÿ	ÿ	ÿClose distance

Zhonggemen		near distance	
war Technique	Stan 1	Duel 1	guide 1
	double 1	switch 1	
	first 1	speed 1	

keith	数
	5

Fight	Short Long Agility Type		
ÿ	ÿ	ÿ	ÿClose distance

kind of fighting		near distance	
war Technique	double 1	Duel 1	guide 1
		switch 1	
		speed 1	

J.J.	数
	5

Fight	Short Long Agility Type		
ÿ	ÿ	ÿ	ÿClose distance

Zhonggemen		short range speed	
war Technique	Stan 1	Duel 1	guide 1
	double 1	switch 1	
	first 1	speed 1	

LECTURE!

Den's survival lecture

It's difficult, so it's best to start

good. '

The so-called combat skills are not something you can learn just by wanting to learn them.
Before learning combat skills, you must accumulate experience in actual combat.
Moreover, once you fail in the battle network and become unable to fight, then
Of course, there is no way to learn combat skills. The safest way is to always
The reason why I can learn to keep updating the battle gates that are attacked by the same
The combat skills of the Gemen system are also practiced constantly, and it is difficult to learn them.
Will do. Of course, the combat skills suitable for everyone to learn are different.
As long as you can grasp your own direction and then focus on fighting,
You will definitely learn it one day. For example, someone like Nana is good at close range.
Therefore, you only need to repeat the tactics that suit you, and constantly
Just accumulate experience value. Parts other than the broken body are available.
There are many experience values, please keep this in mind.